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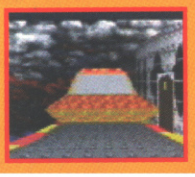

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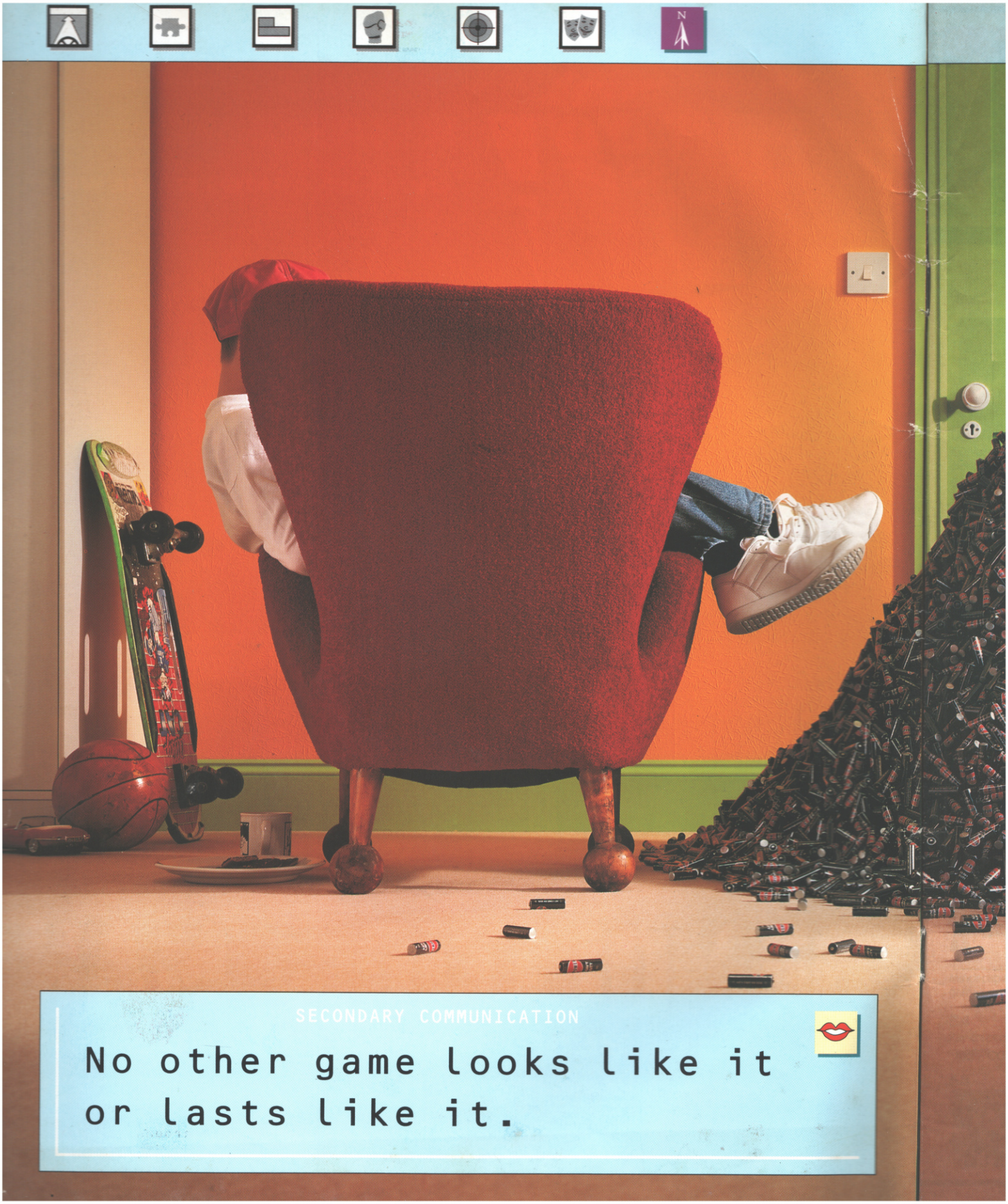
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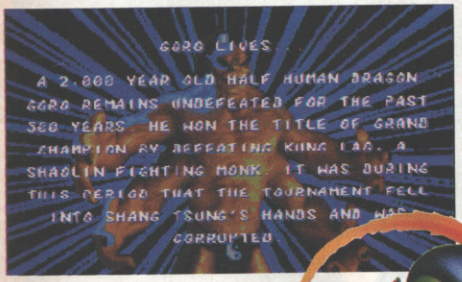

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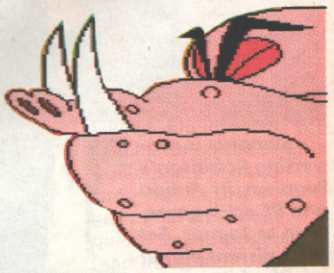

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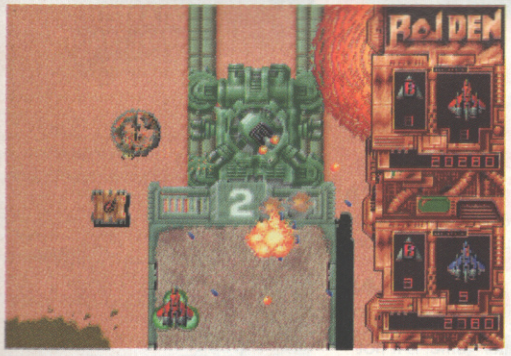
NEWS

Atari put on its best blue business suit for the official world launch of the Jaguar. The event took place on the 48th floor of the Time-Life building in Manhattan and had that in-yer-face approach that Americans dismiss as showbiz. CVG was there.

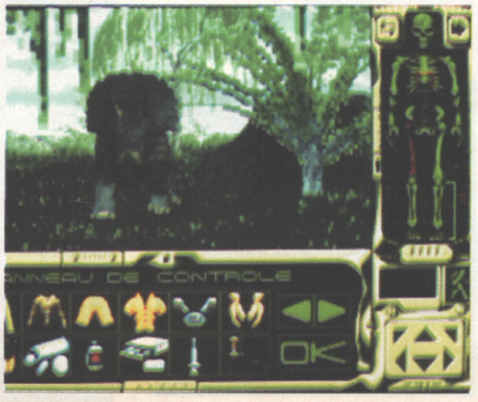
BIG APPLE LAUNCH FOR THE JAGUAR

This is a still from the Jaguar telly ad campaign, which you'll no doubt see when the 30,000 machines en route to Europe actually get here.

Addressing the 120-strong delegation of journalists, developers and retailers at the recent New York launch of the 'Jagwaa' (that's how they pronounce it over there) was Sam Tramiel, President of Atari. Tramiel told the computer and video game industry representatives how the promotional campaign for the 64-bit console 'will rip at the guts of the Jag's 16-bit rivals'. Also on his agenda were some new details about a CD drive for the machine which is planned for 1994, and about an even more powerful Jaguar Mark 2 for 1996; he even hinted that one day there might even be a Jaguar computer.



Raiden. This vertically-scrolling coin-op has already been seen on the SNES, Mega drive and PC Engine. Atari allege that the conversion to the Jaguar will be the most accurate yet.



Silmarils is converting Robinson's Requiem, its Amiga and PC sci-fi game, on to Jaguar. Set on a distant planet in the future, you play a hunted man in an astral prison. The variety of terrains in the game should give more than enough scope for the Jaguar's texture mapping magic.

Jaguar – the 64-bit console. Not to be confused with the 6.4 litre car of the same name.

BORN IN THE U.S. OF A.

Extra large helpings of mom's apple pie were served at the press launch. Atari pointed out it had made sure that everyone who buys the Jaguar will see the words 'Made in the USA' plastered all over the box. Apparently, it's all to do with Americans feeling miffed about the Japanese approach to doing business.

KEY TO SUCCESS

The shindig's main purpose, though, was to demonstrate Atari's commitment to the Jaguar. It was also an opportunity to thank Toys 'R' Us and other daft-named chain stores, such us as We Love the Wiz, who are stocking the Atari machine as part of a number of do-or-die sales pushes in and around New York and San Francisco; it's here where success will be crucial.

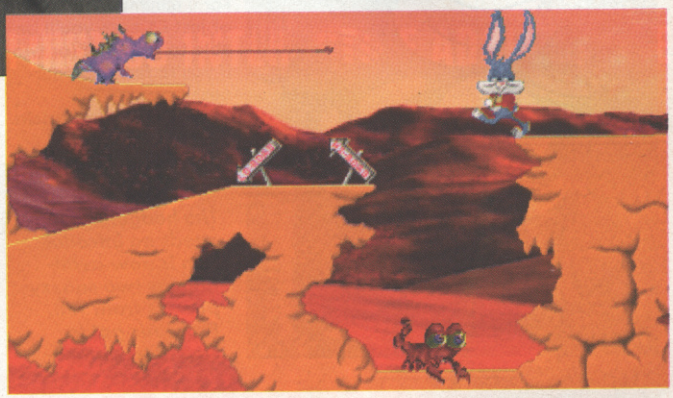
NEW GAMES

The big news of the night however, concerned the string of software houses who have now signed up to develop on the Jaguar: Activision, Virgin Interactive Entertainment, UBI soft, Gremlin, MicroProse, Accolade and 21st Century will be publishing some of their best-known titles for the Atari machine. Expect to see Return to Zork, Battle Chess, Jimmy Connor's Tennis and Zool along with big-name football and pinball conversions from Imagineer and 21st Century respectively. Howard Marks, Chairman of Activision Studios, claimed: "We think that the Jaguar is a great machine that has great game power. Return to Zork will be the best adventure game on that platform". Hardly an unbiased opinion, but a chink in the wall of silence that has so far been the response from the software industry to the launch of the hot, new console.

Sam Tramiel, Atari President and big 3DO fan (as if).

THE BIG CHEESE

Atari's President, Sam Tramiel, announced a cut in price for the CD drive, due to be launched early next year, down from $200 to around $150: "I'd like to keep the price as competitive as possible. We can do that because the drive will be dumb in so far that everything it needs memory-wise will already be located in the Jaguar." MPEG 1 and MPEG 2 cartridges will be produced, allowing owners to watch music videos and CD movies owned by Atari collaborator, Time Warner (of Batman fame).



Tiny Toon Adventures for the Jag will be based on the Warner Bros characters. Licences of Warner products are easier for Atari to come by as the two companies have longstanding connections.

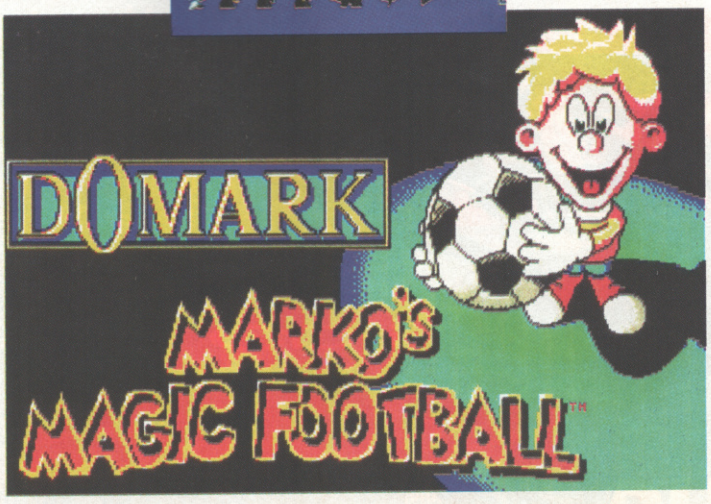
COULD IT BE MAGIC?

DOMARK: 081-780 1540

Domark is blowing its whistle at its latest title currently in development. Marko's Magic Football rolls on the lines of Soccer Kid from Krisalis: a little kid is out on an adventure blasting baddies with his ball instead of a machine-gun or something. Due out in March '94 for the Mega Drive and Game Gear, with Marko himself set to become Domark's new mascot.

Some of the dudes Marko is gonna have to play ball with in his forthcoming game.

~~Soccer Kid~~ Marko Magic sprites practising ball control.



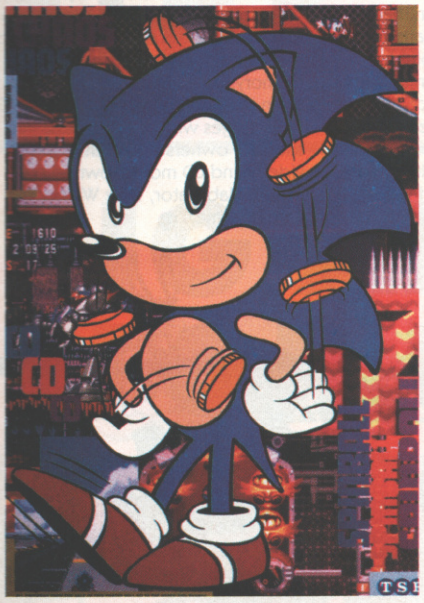
Separated at birth? Marko's Magic Football looks very similar to Soccer Kid. Don't you think?

HI-FIDELITY GAME SOUNDS

INTERPLAY: 0865 390029

Fed up with crap sounding games? Interplay, the name behind the likes of Rock 'n' Roll Racing, Lost Vikings and Robocop Vs Terminator on the SNES would like you all to know that its SNES games have the best quality sound possible (and we agree!) Using a new system called ARDI the company has succeeded in producing hi-fidelity samples and effects. The music in The Lost Vikings is probably the company's finest moment, so if you've connected your SNES up to a hi-fi, tune in.

SAY YES TO A SONIC POSTER!



That trendy bank, TSB, would like you to say YES to two totally exclusive posters of Sonic the Hedgehog, which it is selling in aid of the NSPCC and RSPCC (who for the uninformed are charities who protect children from cruelty). For a minimum donation of just £1 each you'll be able to grab one (or two if you're feeling generous) from any TSB branch. But hurry, stocks are limited.
TSB: 021-600 6336

The hedgehog that needs no introduction is now available as two snazzy posters from TSB. Proceeds got to charidee, mate.

INDIN '93

With it being Christmas and the season of good will, the games industry has got together to put back some of their profits in to helping children's charities. Organised by InDin (an abbreviation for the games market's annual Industry Dinner) the money will be gained via the sale of a hot new Mega Drive compilation called simply 'HELP' and featuring Sonic, Space Harrier, WWF and The Simpsons. Best of all, it only costs £49.99 and you'll find it at any branch of Dixons and Woolworths.

THE MICE FROM MARS

Konami and Sega have started work on converting the latest American cartoon craze set to be even more popular than the Teenage Mutant Hero Turtles.

Biker Mice from Mars follows the exploits of three rebellious mice who ride round on bikes with special features doing good for all and stuff. The game isn't due for ages but see for yourself what all the fuss is about when C4's Big Breakfast starts screening the show in the New Year.

Friends of the spiders from Mars are these critters.

Biker Mice are going to be appearing on The Big Breakfast in the new year. Expect them to be as big as the Turtles!

WORLD CUP FEVER (-ISH)

CODEMASTERS 0926 814132

Despite England's sour attempt at qualifying for the World Cup, work is continuing on World Soccer '94 by Codemasters. The game is currently due for a spring release on Amiga, PC and Sega. Promising nothing less than any other footie game around, World Soccer '94 will be the first in a series of Master Sports titles from Codemasters and the games will be based on a fictional TV show.

COMPETITION

Shadowrun, the excellent isometric adventure game from Lazerbeam, has been recently released on the SNES. To celebrate its first European title Lazerbeam is giving away a copy of the game, a complete 12 set volume of Shadowrun books published by Penguin, and a copy of the boardgame too for our first prize winner. For three runners-up there'll be a copy of the first Shadowrun novel too.

Just tell us which game you really wouldn't like to win and the funniest entry shall get the goods.
Send your entries too: 'My shadow looks like me', 30-32 Priory Court, Farringdon Lane, EC1R 3AU.

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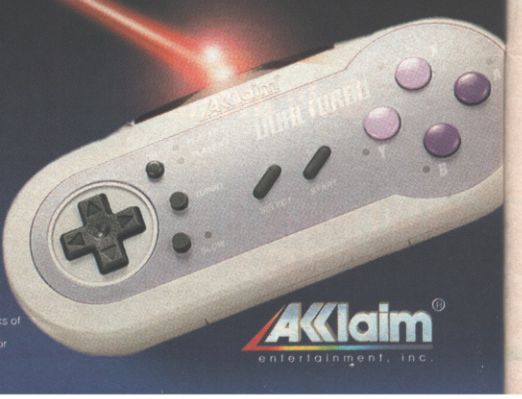

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9 F117A NIGHT HAWK
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11 NIGEL MANSELL
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13 ZELDA: LINKS AWAKENING
GB Nintendo
14 PREMIER MANAGER 2
Amiga Gremlin
15 MORTAL KOMBAT
MD/SNES/GB/GG/MS
Acclaim
16 LANDSTALKER
Mega Drive Sega
17 B-WING
PC US Gold
18 ZOMBIES
SNES Konami
19 ALIEN BREED 2
Amiga Team 17
20 PRIVATEER
PC Electronic Arts

FLY LIKE A BUTTERFLY...

...and sting like a bee with Muhammed Ali. All you SNES owners will no doubt be glad to hear.

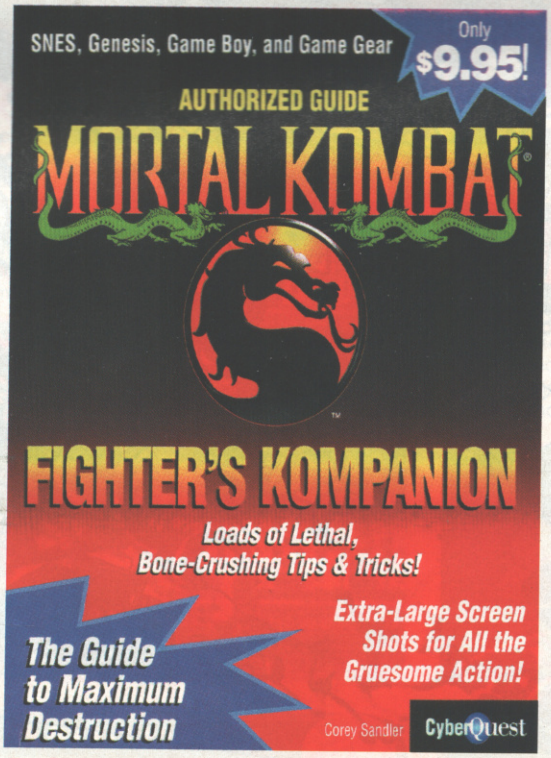
VIRGIN: 081-960 2255

The only official Muhammad Ali boxing game is all set for a SNES release at the start of '94 and those boxing fans down at Virgin are going to publish it. With 10 heavyweights to fight with and brutal attack moves, you'll be resorting to the classic Ali shuffle in no time. The game is already out on the Mega Drive and Game Boy, and here at CVG we're waiting with bated breath for the SNES version.

MORTAL KOMPANION

CyberQuest has brought out an all-format 88-page Authorised Guide to Mortal Kombat (Fighter's Kompanion) for £9.95.

Crammed with big pics and narration the guide will ensure you know the best combination moves and tactics to deal with all opponents. There's also some tips for mirror matches, endurance bouts and detailed character profiles for sake of a good read. Not bad at all.



Krush your opponents kuickly with the aid of the Kompanion. Kripes! Kdoh! (OK, that last K was a silent one.)

SONIC 4?

Did you know that Sonic's popularity among 6-11 year olds in the United States is now alongside the likes of Arnold Schwarzenegger and Michael Jordan? Did you also know that his animated cartoon series is the most watched Saturday morning cartoon in the USA (Sonic's that is, Arnie doesn't have one – yet)? And finally did you know Channel 4 is now showing this cartoon every Sunday at 9am. If you answered 'no' to any of the above then you're really not with it, are you?

JUDGE FOR YOURSELF

Fresh from having his private parts frozen in Demolition Man, Stallone has announced his next 'future-cop' movie. Destined to be typically violent, Judge Dredd looks like cashing in on Fleetway's top cult comic 2000AD.

It's not due until 1995, but licensing deals have already been signed and apart from the pinball machine and toys, you can also expect an official computer game from Acclaim. We just hope it doesn't decide to make another platform game.

Coming to a format near you soon. Well 1995!

GAMES ROUNDUP

Dear Santa...

Here at CVG we like to make sure that all the computer and console gamers out there don't end up with a real dog of a game from their Auntie Brenda this Chrimbo (which she bought just 'cos the packaging looked pretty). So to make sure that the only turkey CVG readers end up with this yuletide season is the Bernard Matthews variety, here's a roundup of the best games that we've reviewed since the summer (yes, and there's even something in here for Lynx fans). So, check out the next six pages to find out what are the real Christmas crackers...

POP 'N' TWIN-BEE – SNES

This is reminiscent of that old fave Parodius and is basically a top and rather weird two–player shoot–'em–up. The graphics feature beautifully drawn sprites which are packed with humour. There's also some typically console–esque soundtracks. A tough challenge is guaranteed by the relentless aliens who simply never give up. In fact Paul even went so far as to warn virgin shoot–'em–uppers to stay away from this game in case they got frustrated by "dying for the umpteenth time." But Randy also said this game is worth persevering with because only then will you discover how good it is.

£49.99 by KONAMI 081-429 2446
REVIEWED: JULY ISSUE Page 34
93

LEMMINGS – LYNX

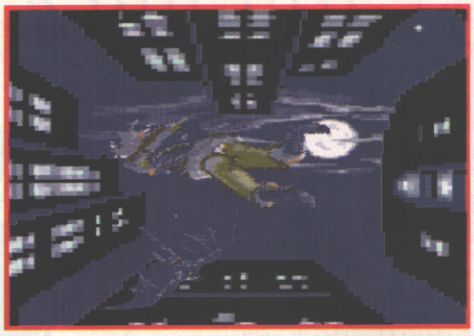
Yes please! This is a perfect conversion of the Amiga original and is simply a delight to play on the excellent Lynx. For those of you new to the planet here's the idea of the game. Take some Lemmings and guide them through 100 levels to safety. Sounds easy doesn't it? Unfortunately I forgot to mention all manner of traps and natural hazards out to kill the loveable Lemmings. Luckily you can give them skills like bridge building to help them on their way. Sounds simple and it is, but it's a true classic and will appeal to everyone whether they are puzzle fans or not.

£29.99 by PSYGNOSIS 051-709 5755
REVIEWED: JULY ISSUE Page 20 OF GO!
92

MORTAL KOMBAT – MEGA DRIVE

Get over here! I'm a sad man and missed out on the Streetfighter buzz because for some obscure reason I didn't think it was much cop at the time. By the time I realised what a good game it was I was too embarrassed to to play it as everyone else was so good. Luckily I didn't make the same mistake with Mortal Kombat and fortunately Acclaim has done the business in converting this to the Mega Drive (and indeed every other format). All the gore is there as are all the special moves. It's got all the top playability too, so snap it up soon Goro else!

£49.99 by ACCLAIM 071-344 5000
REVIEWED: AUGUST ISSUE Page 48
90



BATMAN RETURNS – MEGA-CD

The Mega-CD's first foray into the game–of–the–film genre, Batman Returns casts you as Batman (surprisingly enough) as you try to clear his name after being set up by the despicable Penguin. Unfortunately for Penguin, Batman isn't interested in proving his innocence lawyer style and has decided the best way to clear his name is to beat up all the Penguin's henchmen and then take on fat boy himself.

The CD game is based on the excellent cartridge version so it obviously had a lot going for it anyway. The game is divided into two main sections, a platform style beat–'em–up and the excellent driving section, where you get to control the Batmobile and the Batskiboat. The graphics on the driving section in particular are stunning, and the whole game is bathed in fantastic CD music taken straight from the movie. Great fun and a must–have if you haven't already got the cartridge game.

£44.99 by SEGA 071-373 3000
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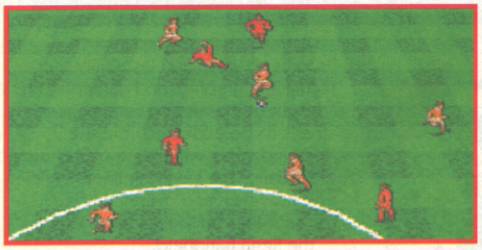
THE SECRET OF MONKEY ISLAND – PC CD–ROM

The first of the new breed of Lucasfilm adventures and still a complete and utter classic made all the more excellent without all those horrible floppy disks to play with. As Guybrush Thweepwood, aspiring pirate, it's your job to crack the mysterious secret of Monkey Island in order to be accepted as a proper plunderer of the high seas. The graphics show their age a little but are still more than worthy of praise, however it's the gameplay that will keep you captivated until finished. The puzzles are terrific but always logical so there's none of the 'give the plastic bag to the mongrel' rubbish that you get with some adventures. Special mention has to go to the humour. You wouldn't believe Americans could be so funny.

£29.99 by LUCASFILM 021-625 3366
REVIEWED: JULY ISSUE Page 108
93

STRIKER – SNES

Surprisingly enough this a football game and probably one of the best on the SNES. If you've not seen it in the flesh, ignore any screenshots you may have seen because they don't do this game justice. Basically the developers should be commended for coming up with an original graphic angle. It's difficult to explain but imagine the view that you'd get sitting in a tank as it climbs a mountain and you'd be halfway there. There's lots of options (including playing five–a–side indoors), good graphics and FX and a mountain of gameplay. If there's one fault it's that the ball does tend to stick to your feet a little but hey, it's a minor point. This is a worthy challenger to the Sensi crown.



£44.95 by ELITE 0922 55852
REVIEWED: AUGUST ISSUE Page 54
93

GAMES ROUNDUP

STREETS OF RAGE 2 – GAME GEAR

The original was a classic and this is, ahem, streets better. Axel and Blaze are back from the first game, but Adam's been taken prisoner by Mr X so his younger brother Skates takes his place, and it's up to all of them to battle through six levels (each divided into a number of stages) to get him back. Amazingly enough Skates is blessed with rollerskating powers which makes a change from the usual mega fist–type rubbish these heroes usually process. In fact each character now has at least 15 moves and there's also loads of weapons to pick up . This is the best beat–'em–up you'll find on a handheld – it even gives Streetfighter 2 a bit of a fright.

£32.99 by SEGA 071-373 3000
REVIEWED: AUGUST ISSUE GO! Page 10
94%

JIMMY CONNORS' TENNIS – LYNX

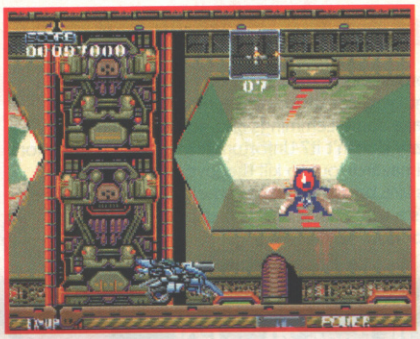
Despite being the best handheld by 300 miles or so Atari's machine seems destined to have sand kicked in its face by the other handhelds for all eternity. And yet games like Jimmy Connors' Tennis only add to the mystery of why the Lynx hasn't been a success.JCT has stacks of playability. Admittedly the game is slow moving but this adds to the gameplay as you get some time to plan your moves. It's not an easy game but, hey, that adds to the value, 'cos it's gonna take a while to become as good as Connors! The game features a two player option and some rather realistic speech, so snap it up pronto!

£29.99 by ATARI 0753 533344
REVIEWED: AUGUST ISSUE GO! Page 22
90%

KRUSTY'S FUN HOUSE – GAME GEAR

Whoa, momma! Krusty's fun house has been overrun by rats and it's up to the Simpsons to kill all the nasty rodents. What this boils down is a Lemmings style puzzle epic where you control Krusty as he attempts to guide the rodents to a trap that one of the Simpson family has set up in each room. Objects to manipulate the rats' direction include blocks, fans, springs and transporter pipes which blast them around the screen. It's not all easy going for Krusty though, as all sorts of yucky critters lurk around in the rats' smelly domain including snakes and flying pigs. The game provides a massive challenge with five huge sections each divided into 14 rooms so value and lastability score highly. The graphics and gameplay are a delight (it's based on Lemmings so that's to be expected) but the sound stinks with some well cheesy music. That's only a minor niggle, however, and overall this is another brilliant platformer for the Sega handheld.

£27.99 by ACCLAIM 071-344 5000
REVIEWED: AUGUST ISSUE GO! Page 6
91%



RANGER X – MEGA DRIVE

Doom, doom, doom… The world lies ravaged by a Great War. Those 'lucky' people that remain, however, have discovered a mysterious alien device which will enable them to sort out the trouble. However, only a girl called Nina can make sense of the alien jargon. And yes you guessed it, she's been kidnapped by the evil Ogiiwise who's got his own nasty plans for the artifact. Luckily Nina's childhood sweetheart, Kenta Kazimo stumbles across the assault suit known as Ex–Ranza. Cue lots of power–ups, blasting action all accompanied by brilliantly loud rock soundtracks which result in this being one of the best blasters to appear on the Mega Drive in recent months. Deserves your attention pronto.

£44.99 by SEGA 071-373 3000
REVIEWED: AUGUST ISSUE Page 64
93%

SYNDICATE – AMIGA

Here's one for strategy fans. Syndicate is set in a grimy, cyberpunk world where you control a bunch of zombies as they do all sorts of nasty spy-type stuff in order to make your syndicate the most powerful in the world. Has some morally questionable gameplay, so not suitable for the very young. (American Revolt data disk now available.

£34.99 by BULLFROG 0483 579399
REVIEWED: AUGUST ISSUE Page 68
91%

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GAMES ROUNDUP

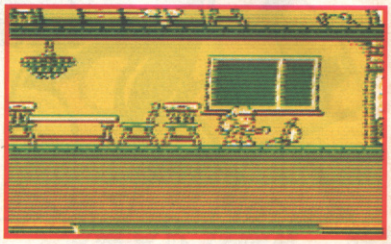
PRINCE OF PERSIA 2 – THE SHADOW AND THE FLAME – PC

Prince of Persia. Nice game that, best remembered for its stunning animation. And the gameplay was pretty hot too. Now, too many years later, comes the sequel which is more of the same and then some. The great animation is still there and the background graphics are now equally stunning with a lovely use of colour. The story is the usual swashbuckling type and features tons of villains (who are as well animated as our Prince) as well as loads of traps and puzzles, and most importantly variety and therefore long lasting gameplay.

£39.99 by EA 0753 549442
REVIEWED: AUGUST ISSUE Page 71
92

FIRE FIGHTER – GAME BOY

Aaawhooo! Fire's broken out all over the the city and lucky old Eric is the only one who is talented enough to fight it. Ten major blazes have to be doused and the luckless civilians trapped inside rescued before people can sleep easy in their beds once more. What we've got here is your standard Nintendo platform romp (in other words it's pretty good!). All sorts of hazards are out to stop you quashing the fires. On the office level for example, ringing telephones and manic swivel chairs have to be avoided. There's all the usual bits and pieces to help you out though, including a trusty axe which you can use to turn the offending items to matchwood. A tricky puzzle element comes into play on the later levels where switches need to be manipulated in order to get lifts and electronic doors working. The gameplay is fast and frantic but never frustrating thanks mainly to the jolly control mode. The graphics too are a treat for the handheld and overall this is a original little title more than worthy of attention.



£24.99 by MINDSCAPE 0444 246333
REVIEWED: SEPT ISSUE GO! Page 8
91

DAY OF THE TENTACLE – PC/CD ROM

You reckon Monkey Island is good? Well it is, but this somehow manages to be even better. It's a sequel to a Jurassic Lucasarts game called Maniac Mansion which appeared back in the late Eighties. It starred a nutty professor called Dr Fred Edison who's up to more mischief. Not content with creating two weird tentacle creatures he's also managed to invent a machine entirely devoted to flooding rivers with toxic waste. A purple tentacle drinks some sludge which turns it into a super–being who wants to control the world. Big problem, especially when the only people who can save the world are nerdy computer boffin Bernard, twitchy medical student Laverne and fat heavy metal roadie Hoagie. Mad but never frustrating puzzles, heaps of speech, groovy tunes and awesome sound effects make this simply the best adventure game ever.

£42.99 by US GOLD 021-625 3366
REVIEWED: SEPT ISSUE Page 46
95

STREETFIGHTER 2 TURBO: HYPER FIGHTING – SNES

Do I need to explain this. I think not. OK then but only quickly. Chief differences are that you can choose to play the bosses or to play the game in turbo mode (ie bloody fast!) and the characters themselves have also been tweaked to give you a more rounded game than before. Oh and you can play the same characters head to head. The game has good graphics and sound but fanincredigimongoutastic (Wha? – Ed.) gameplay is what continues to shift this beauty. It was £100 when released on import and still sold heaps so the official UK release is likely to do the same considering it's £40 less. Get it.

£62.99 by CAPCOM
REVIEWED: SEPT ISSUE Page 34
95

ECCO THE DOLPHIN – GAME GEAR

Sega's 16–bit original of this game was a real corker and nothing has been lost in this sequel to the handheld. Playing Ecco the Dolphin it's up to you to rescue your fishy friends who've all been sucked up into the sky. This involves lots of swimmy swimmy–type scenarios as Ecco darts about solving puzzles while avoiding nasties like crabs and piranhas. One of the most fun parts of the game is remembering to return Ecco to the surface so he can top up on air. If this isn't done he'll end up more blue than the ocean he's swimming about in. A cute and fun game for all the family with decent graphics, sound and playability. You'll think it's a Mega Drive you're holding.

£29.99 by SEGA 071-373 3000
REVIEWED: SEPT ISSUE GO! Page 6
93

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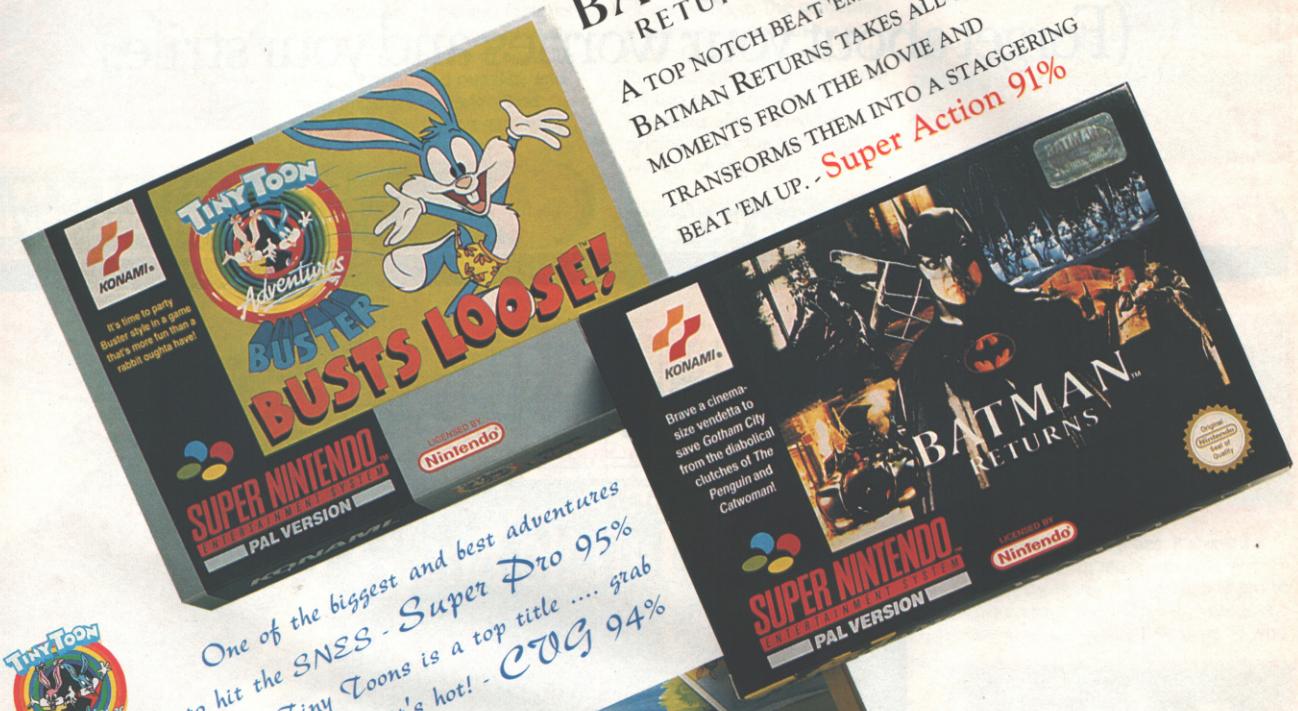

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GAMES ROUNDUP

KEVIN KEEGAN'S PLAYER MANAGER – SNES

Keegan is a suitably top manager and he deserved a suitably top game, and boy did he get it with this. Essentially a tarted up game of the floppy classic Player Manager. This of course means you get the rather dishy Kick Off and the equally sexy Player Manager merged together in one essential package. No the graphics aren't very hot and the sound is fairly basic, but it's the wealth of options and the massive, long lasting and very enjoyable challenge which will fill you with joy. A classic mix of strategy and action.

£44.99 by IMAGINEER 0322 292513
REVIEWED: SEPT ISSUE Page 64
95 %

SUPER MARIO ALL–STARS – SNES

Surely this needs less of an explanation than Streetfighter 2! I mean where have you been? What you get on this bargain–tastic cart is the original Super Mario Bros, Super Mario Bros 2, Super Mario Bros 3 and Mario the Lost Levels (originally a Japan–only disk product and it's bloody tough!). Surely everyone in the known universe has played one of these games, and if not you're reading the wrong magazine matey! Garth called this cart 'video–game heaven'.

£49.99 by NINTENDO 0329 822565
REVIEWED: OCT ISSUE Page 30
94 %

ECCO THE DOLPHIN – MEGA–CD

Yep, it's the same game with the addition of stunning CD soundtracks and some rather nice digitised dolphin footage halfway through the game. This takes the form of a database and tells you all you'd possibly want to know about dolphins. Who said video–games weren't educational?

£44.99 by SEGA 071-373 3000
REVIEWED: OCT ISSUE Page 42
94 %

JAMES POND 2 ROBOCOD – GAME GEAR

A classic game faithfully converted to the Game Gear, Robocod is a brilliant platformer where you fight against Dr Maybe. He's broken into Santa Claus' toy factory and filled it with all manner of nasties. Looks like it's down to the world's most famous fish spy to sort things out by battling through all manner of wild and crazy platform antics. The idea is to run through six levels and bounce on the heads of the baddies while picking up all the penguins found on each stage. Pond can run, jump and now stretch himself to ridiculous lengths in order to grab those out–of–reach platforms. Pond 2 is a classic game with fine graphics, sound and playability. Randy said of it: "the best Game Gear game of the year." And you know what? He could well be right.

£27.99 by US GOLD 021-625 3366
REVIEWED: OCT ISSUE GO! Page 6
94 %

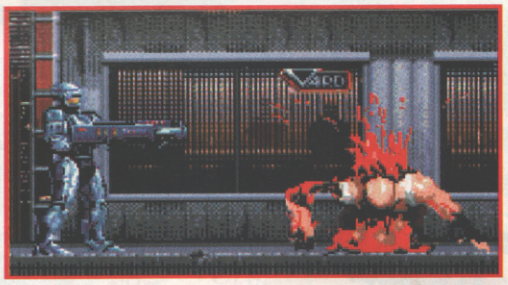
STREETFIGHTER 2 SPECIAL CHAMPIONSHIP EDITION – MEGA DRIVE

Yep, this one again. This houses both the Championship Edition (where you can play the bosses) and the Turbo enhancements, plus loads more bits and pieces unique to this version, most notably a rather nice Match/Elimination option. In the match option players have a single bout to decide who's master, while in elimination it's down to the winner of the most bouts. Any character's special moves can be disabled to handicap players who rely too heavily on one tactic. There's also a choice of 10 speeds to play the game at. Graphics, sound (apart from the odd bit of crackly speech) and gameplay especially are all fanincredigimongoutastic (Again? – Ed!). So you know what to do.

£59.99 by SEGA 071-373 3000
REVIEWED: NOV ISSUE Page 42
94 %

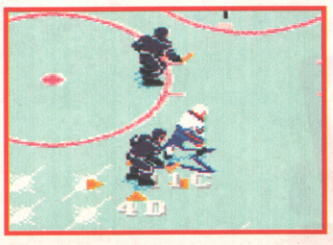
ROBOCOP VS THE TERMINATOR – MEGA DRIVE

The best of the Robocop/ Terminator licences by far. Ignore the plot (basically because it's dodgy to say the least) and instead get stuck into some massive destruction, wicked graphics, endless gameplay and noisy, noisy sound all strung together with a sensible learning curve. The only down side of this game is that you can't play the Terminator. Boo Hoo! Still it's brilliant fun being old Robo–features himself. Essential stuff.



£44.99 by VIRGIN 081-960 2255
REVIEWED: NOV ISSUE Page 34
93 %

NHLPA HOCKEY '94 – MEGA DRIVE



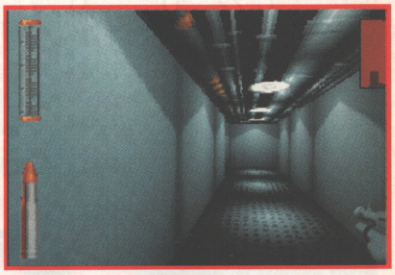
This is another game that probably needs no introduction. It's the third version of a game that forms part of an essential collection of EA Mega Drive games which also includes John Madden, Road Rash and Desert Strike. The

graphics and sound are not exactly stunning, but the well fast action hockey gameplay sure is. First impressions suggest it's one of the two previous versions you're playing but closer inspection reveals a number of changes. Firstly (and rather boringly) all the 1993/94 NHL player statistics have been included. Apart from this you're now able to control the goalie, take part in penalty shootouts and execute flip passes. But the main attraction of this version is that it is one of the first games to utilise EA's new 4-Way Play adaptor. Good fun, especially in a two-a-side game. Buy this it's fabbo, but don't bother if you've got one of the previous versions because there's not a lot of difference.

£49.99 by EA 0753 549442
REVIEWED: OCT ISSUE Page 80
92

JURASSIC PARK – PC/ AMIGA A1200

One for floppy owners to stick their tongues out at their console owning friends, 'cos Jurassic Park is much better on computer. The game combines a Chaos Engine-style overhead perspective game and a 3D, RPG-type adventure. The overhead view involves rescuing John Hammond's grandchildren from the clutches of dinosaurs, while the 3D section links the different levels, and is also where the Park's power supply needs to be reconnected in order to keep the dinosaurs locked up. Graphics are very realistic (especially the 3D sections on a PC) and the sound is rather atmospheric also. Heaps of gameplay is guaranteed because of the numerous and varied puzzles which need to be worked out. Probably Ocean's best tie–in to date; this game is Jurassicly huge and longer lasting than dino–steak.



£VARIOUS by OCEAN 061-832 6633
REVIEWED:NOV ISSUE Page 50
89

SUPER STAR WARS – THE EMPIRE STRIKES BACK – SNES

The Empire Strikes Back was always my favourite of the three Star Wars films, and thankfully JVC has done wonders with its interpretation of the film. The game allows control of Luke, Han Solo and Chewie as they battle through most of the action scenes from the film including fighting the AT–ATs (check out the most excellent use of Mode 7), taking on asteroids and TIE fighters and learning all those essential Jedi tricks with smelly Yoda on Dagobah. This game is essential for lovers of good games with its brilliantly fun gameplay. The graphics are great throughout and apart from the Mode 7 effects the animation is also rather dreamy. Sound too is great, especially the rousing interpretation of the score. All in all essential stuff and the nearest you're likely to get to an interactive version of the film on the trusty SNES.

£49.99 by JVC 081-570 6015
REVIEWED: NOV Page 58
58

DESERT STRIKE – LYNX

Each machine has its own game that has boosted sales and if there's any justice in the world then this conversion of the Mega Drive classic should be one such game for the Lynx. It's a fine interpretation with some of the best graphics I've seen on a handheld, and the sound isn't that bad either. For those of you new to the scene here's the plot. Destroy a Middle Eastern dictator by flying loadsa missions that range from rescuing spies to blasting the dictator's boat. Top playability is guaranteed because there's a large variety in the missions and you have great control over your Apache. This is what you could call a thinking man's shoot–'em–up since it's not all blast, blast, blast; there's a great deal of strategy required if you don't want to end up blown out of the sky, or end up running out of armour. I love it to pieces basically, and so will you.

REVIEWED: DEC ISSUE Page 102
£34.99 by TELEGAMES 0533 880445
93

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GAMES ROUNDUP

SENSIBLE SOCCER – MEGA DRIVE

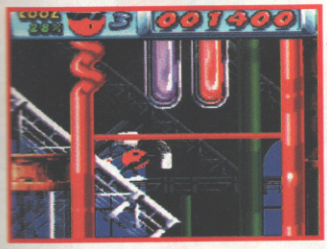
Sensible Soccer is brilliant on the Amiga original and this version is superb too. The graphics and sound aren't too hot, but the gameplay is an absolute scorcher. This is partly because of the game's realism in that it includes just about every feature and cup you could possibly want, although I hope they introduce injuries in any planned sequel. However, it's the fantastic control which will hook, line and sinker you, it's just so simple – you'll be scoring goals in no time. It's possible to be unbelievably precise and accurate with your passing and shooting. Quite simply this is my all time favourite game, a joy to play and should not be missed at any cost.

£34.99 by SONY 071-734 5151
REVIEWED: DEC ISSUE Page 30
94

PINBALL FANTASIES – AMIGA

As game genres go, one of the most addictive has to be pinball simulators – probably, they're such a simple concept, but you just keep on coming back for more. And Pinball Fantasies on the Amiga is an excellent genre example; it utilises the A1200's AGA chip set to good effect, with the four tables being redrawn and touched up (ooer) so that they have a quite fantastic feel about them. One of the most accurate pinball sims that's available, and the most realistic one or my name's not Elton John. (By the way only half of that last sentence was true.)

£29.99 by 21st CENTURY 0235 851852
REVIEWED: DEC ISSUE Page 39
90



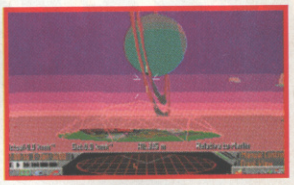
COOL SPOT – SNES

A tie–in that's not really a tie in, Cool Spot is the character used in the States to promote a certain fizzy drink with the words 'up' and 'seven' in the title. Over here, of course we've got that Fido Dido geezer. The game also breaks with the tie–in tradition in that it's actually very good. Cool Spot's a fairly standard platform affair set over 11 distinct stages, but it plays very fluidly thanks to super character control and lovely graphics with great collision detection. The game is made slightly better than the already decent Mega Drive version because of sharper graphics and the bonus stage where Cool tries to spell out a word by collecting letters. Each letter results in another continue being awarded. Simple gameplay but very addictive and one you'll love. Just turn the sound down OK, 'cos the music is a little dated to say the least.

£49.99 by VIRGIN 081-960 2255
REVIEWED: DEC ISSUE Page 36
92

FRONTIER ELITE 2 – PC

A sequel that was years (five to be precise) in the making. It was worth the wait though because Elite was amazing, but you run out of superlatives to describe the sequel. The aim of the game is to travel the universe trading (buying goods cheap on one planet and flying off to another base and selling them off for more pennies. This game is huge and has infinite possibilities (and it all fits on to just two disks), has gameplay coming out of its nose and ears and will probably make the rest of your software collection obsolete.

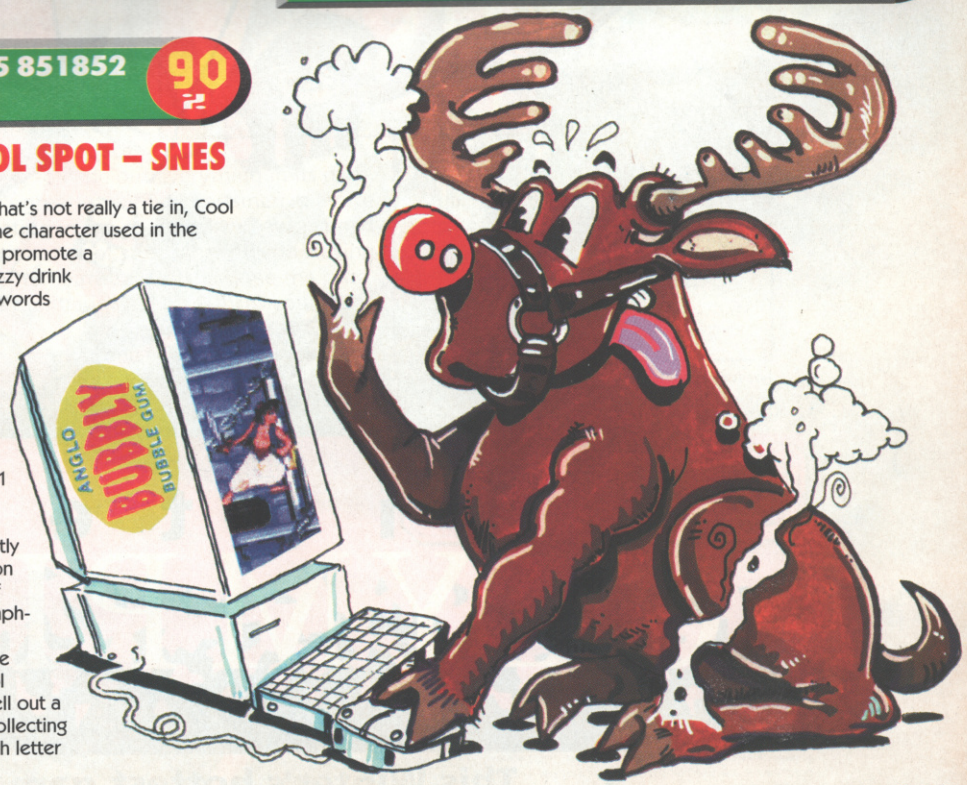


£39.99 by GAMETEK 0753 553445
REVIEWED: DEC ISSUE Page 52
96

FIFA – MEGA DRIVE

Not the highest scoring footie game on the Mega Drive (that goes to Sony's Sensi) but worth a mention because it is just as stunning, though it abandons the overhead perspective that Sensi has and gone for an altogether different isometric viewpoint. FIFA is very playable, the goalies are very responsive and the sounds are very realistic. In the words of Paul Rand: "The game's done more than good Brian."

£49.99 by EA 0753 549442
REVIEWED: DEC ISSUE Page 96
92



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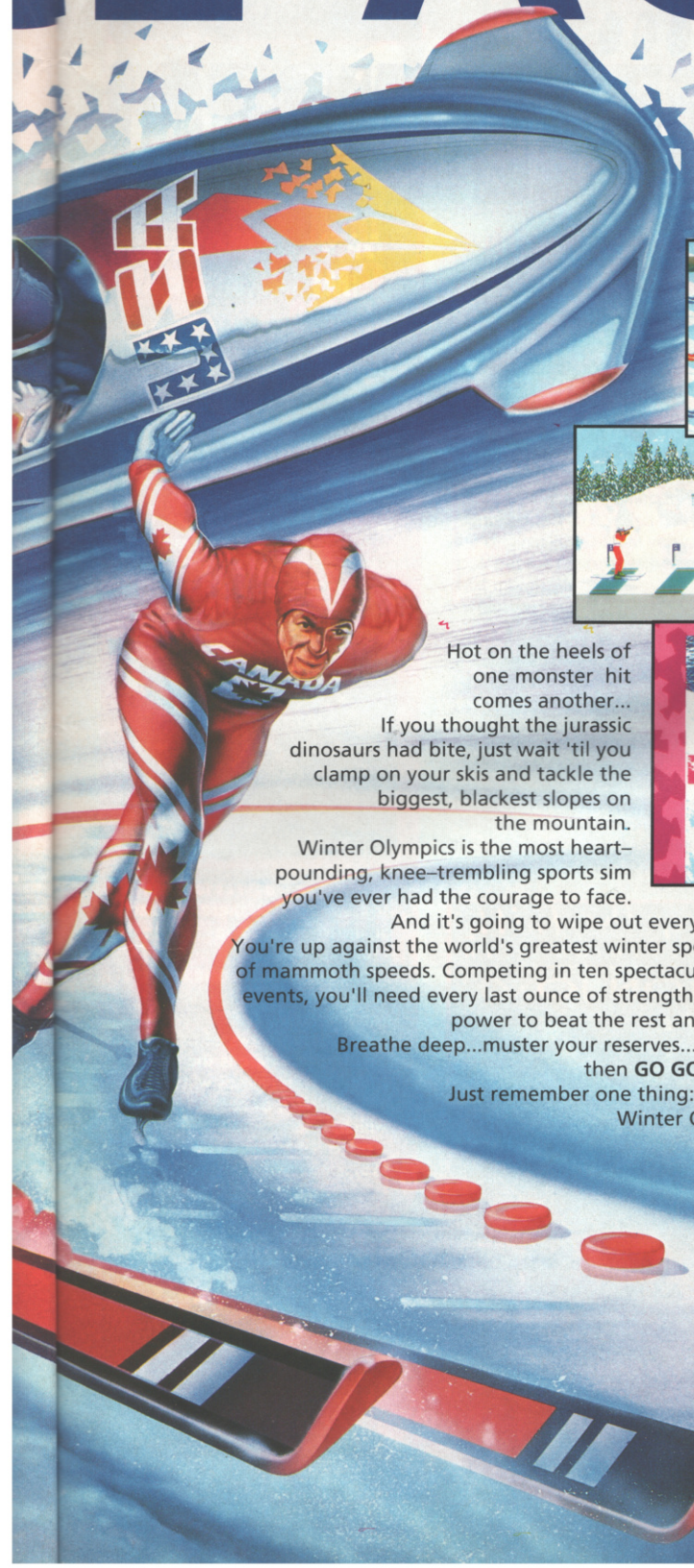

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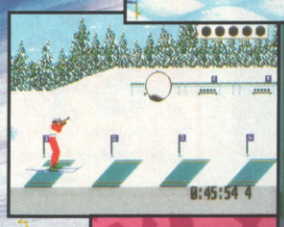

Screen shots from a selection of available formats (see above)

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Winter Olympics. It's hot.

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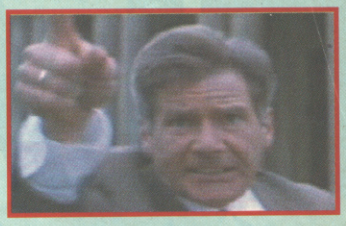
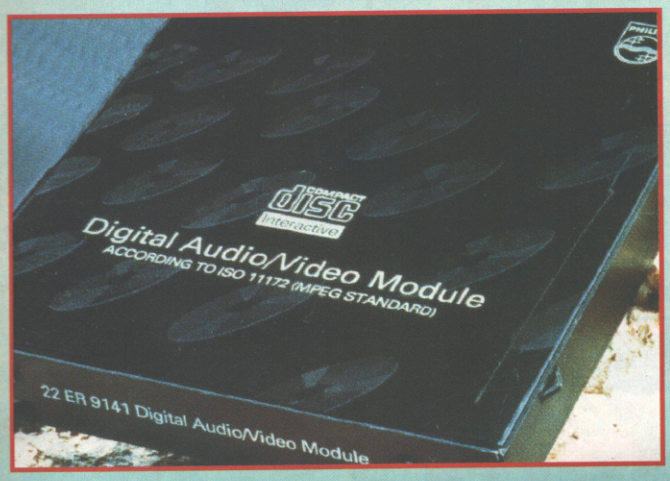
VIDEO IS DEAD... LONG LIVE DIGITAL VIDEO!



The future of home entertainment may have arrived with the release of Philips' Digital Video for CD-i...

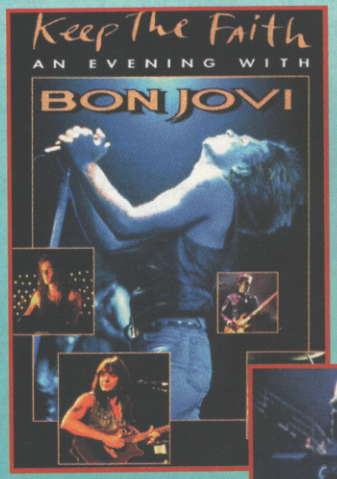


The version of Patriot Games available at time of going to press was NTSC compatible – yes, you can run both American and UK discs!

If you're one of those people who thinks that multimedia is just a pipe dream and that it'll never happen, think again – it already has. With the release of Digital Video from Philips, there is now a system that can offer music, films and gaming in one neat package. We've had a Digital Video cart plugged into the back of the office CD-i for a little over a week now, and it's truly amazing how many people, who previously were writing off Philips' baby as a white elephant, have been stopping, staring and trying to scrape together the cash to buy the system.

If you're new to this Digital Video stuff, here's a potted history. The big CD hardware companies got together a couple of years ago and agreed on a standard format which could run full-screen, full-motion video images across all their systems. That standard is called MPEG, which stands for Motion Pictures Experts Group, and it allows up to 72 minutes of sound

Hanna Barbera's Cartoon Carnival is one of the first DV games. But unless you're aged six you won't like it that much.

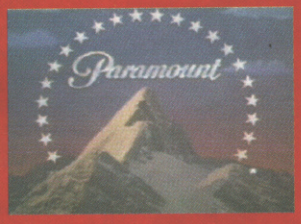


It's not just films appearing on DV format – music videos such as Bon Jovi's Keep The Faith are coming to CD-i.

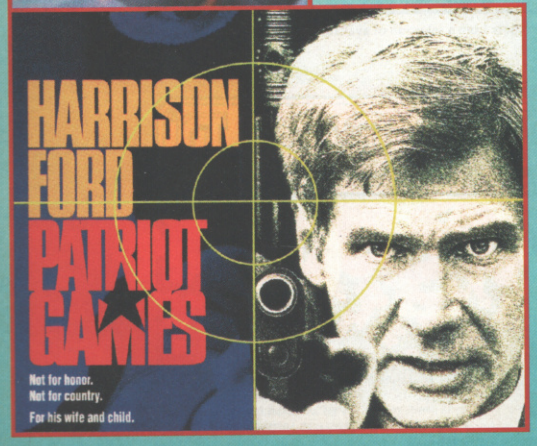
OF PARAMOUNT IMPORTANCE

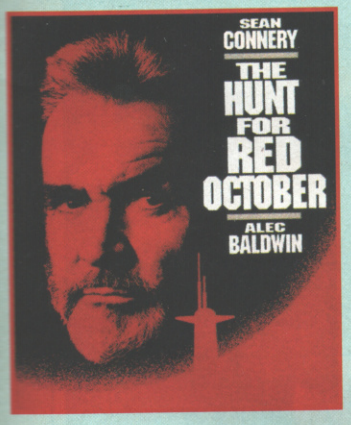
The first film company to take advantage of the new technology is Paramount – and it isn't doing things by halves. Come Christmas, Paramount plans to have 20 of its movies available on Digital Video, with that number rising to 50 come the Spring time. Following that, the firm also plans to release between three and five CD movies per month.

While many of the releases will be back catalogue titles



such as Top Gun, Patriot Games and Star Trek VI, there will also be up-to-date movies available – for example, The Firm is to be sold on compact disc at the same time that the video version hits rental stores. And perhaps the best news of all about the new software is the price; Digital Video movies will have a retail price of only £15.99 which, when compared to VHS prices of between £10 and £15, is not a big price to pay in anybody's book.





and video images to be squeezed on to an ordinary compact disc.

MPEG in a round hole

All the big CD firms are working on MPEG cartridges for their machines at present, but Philips has beaten them all to the post with Digital Video – and with carts not available for other CD hardware until Spring at the earliest, the inventors of compact disc have got something of a jump on their competitors.

As well as back catalogue titles such as Red October, Paramount is releasing up-to-the-minute DV films.

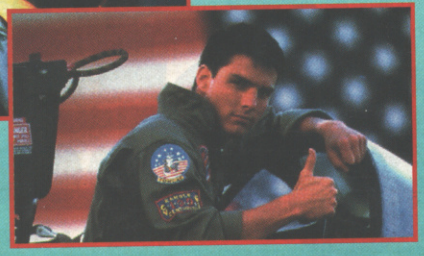
Digital Video is being used in games; Hanna Barbera's Cartoon Capers uses the cart to bring full-screen animation and CD sound together in a game aimed at infant school children, and for the more mature gamers out there, the final touches are being put to Seventh Guest, which already looks stunning and is having new gameplay elements added to it which weren't in the original PC CD-ROM version – look out for the review, hopefully next month.

Movies! Movies! Movies!

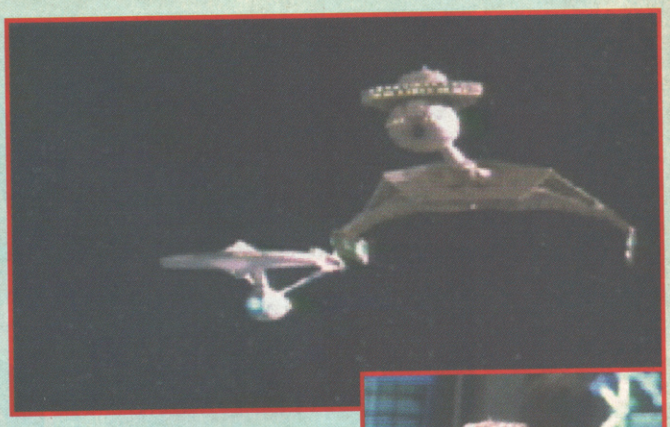
However, what's got people's eyes on stalks at the moment is the very latest in viewing pleasure – movies on compact disc! Forget about clunky old videotape with its dodgy definition and low quality sound.

Digital films are where it's at – imagine having screen resolution better than Super VHS quality (and Super VHS is a damn set better than ordinary VHS which most of us have in our homes). Put that together with CD-quality sound and music in true Dolby stereo. Include a control panel on the CD that lets you perform a number of different effects such as digital pause, slow motion, picture freeze with sound still playing, and you've got a format that makes your current set-up look prehistoric.

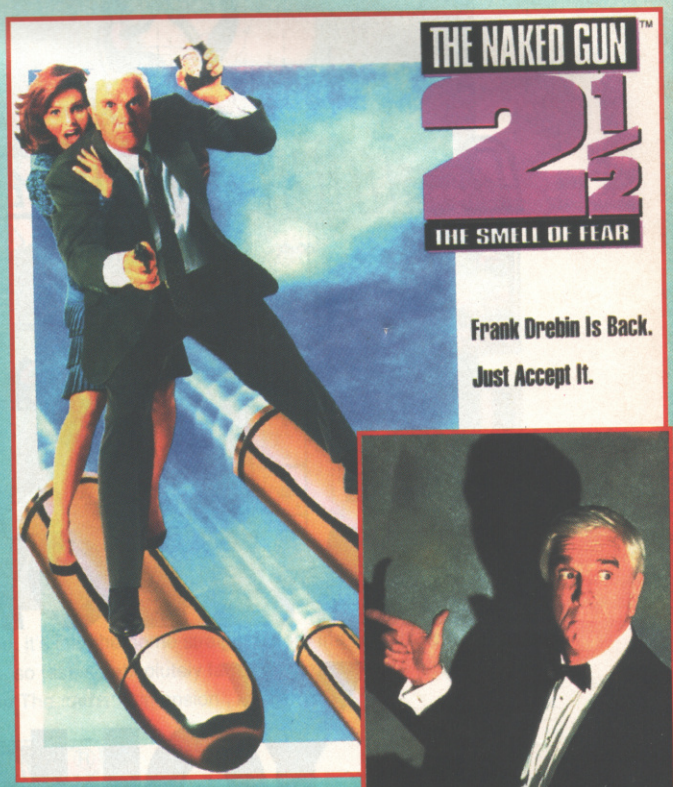
The pictures shown on this article simply don't convey the quality you receive when you watch on Digital Video movie, but if you think we're overreacting, don't. It really is that good. Paramount is planning to have 50 movies released on disc by Spring 1994, and as I write this Philips is in negotiations with at least two of the big movie companies to have its back catalogues and latest releases digitised and compact disced. This format is set to take off in a big way – and remember where you saw it first! ●



Top Gun on compact disc. One of the CD movies that will "take your breath away".



James Tiberius looks smug – and why not? Star Trek VI is one of the first PAL Digital Video movies.



"These movies on CD format are really rather good." So says Leslie Nielsen. Actually, he didn't. But believe us, he would most definitely agree.

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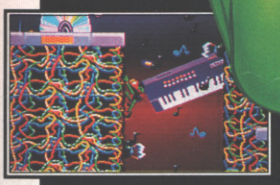

Screen shots from SNES Version

Screen shots from Mega Drive Version

Once a year a game appears that is so far ahead of the rest of the field, it's into the home straight before the competition has even started. A Game so varied, so dynamic, so big, so colourful, so fast, so absolutely fantastic that everyone just looks at it and says. "This Is It!" This year Zool The Ninja From The ***"Nth"*** Dimension , is definitely "IT!"

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WORD UP WITH PAUL

There's a lot going on in this little old industry of ours at the moment. The console boys continue to dominate the market, but for how long? With so many new machines hitting the streets between now and Spring, Sega and Nintendo are going to find it increasingly difficult to stay at the top of the tree.

Which may not be good news for S&N, but will hopefully mean that, because of the quantity of systems available, the market will get more dog-eat-dog and, as a result, we should see more diverse and, more importantly, more exciting games appearing, especially on CD formats.

As you'll see when you flick through this issue, there's some mighty fine things occurring on the compact disc front. 3DO's Crash And Burn looks promising, Liberation on CD32 is a brilliant game and, in our opinion, the way that the media should be being used and, in our special feature this month, we finally get our hands on Digital Video! Across the board, the scope for innovation is becoming wider, and it's getting ever more difficult to make a choice. Which is why we're doing what we do at CVG – bringing you THE all-round guide to gaming in Britain. Have a Merry Christmas, and enjoy the mag.

RAND

BYE BYE BIG BOY!

CVG is mourning the loss of a great Publisher. Garry 'The Wodge' Williams recently parted company with the company that makes CVG – EMAP Images, and with his departure went a fine man, a true friend and a real ambassador for CVG. Wodge has left to join those top boys at Imagineer as Sales & Marketing Big Cheese, so no doubt he'll be spending lots of money with us to buy posters and such for all you lucky readers. In the meantime, enjoy a laugh at this ridiculous photo of Garry, and say a quick 'hello!' to the new man in the Publisher's hot-seat, David Kelly. Hiya Dave!

Erstwhile publisher of CVG Gary Williams (on the left) pictured with a young friend at his new company – Imagineer (the team behind Kevin Keegan Player Manager).

SPOT THE SHOT!

More mucked-about-screenshot malarkey abounds this month, as we delve into the month's collection of stonking grabs, pick out one pic and fiddle about with it on our smart Apple Macintosh computers until it's barely recognisable.

The pic you see here is in this very issue of CVG in its untouched form – but can you work out which game it's taken from? If you can figure it out, write down the answer on a postcard or the back of a sealed-down envelope, add your name, address and format which you'd like your £50 worth of software to run on should you win, and post it off to: XMAS SPOT THE SHOT, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Please ensure your entry reaches us by 14 January 1994 – and ding dong merrily on high!

MEET THE CVG CREW:

As it's Christmas time, we'll all no doubt be slouched in front of the box for longer than is deemed good for you. But what about those stinky movies the telly people shove on after the Queen's Speech? Which ones are the CVG boys and girls dreading most?

PAUL – Happy-go-lucky gadabout Rand loses his big cheesy grin whenever he spies The Wizard Of Oz in the Christmas telly listings. "It was good the first time I saw it. I was four. Since then the thing's been on every damn year and it just gets worse as I get older. Actually, I think they just put it on to annoy me now." Paul is paranoid.

GARY – It's rare to see jovial Gaz go grouchy and miserable. Honest. But if the Christmas TV treat is Ghostbusters, there'll be sparks flying in the Lord household. "It's crap," mumbles Gary, "And Bill Murray is rubbish in it. He was tosh in Scrooged, too, but he is superb in Groundhog Day."

DENIZ – There's not much our Den would take his hat off to, and that includes festive showings of James Bond movies. "They're just so bad. You can see the strings in the stunts and the actor who plays Bond changes every bloody film [Don't exaggerate – Ed.]. The Bond girls are quite fit, though." Yes readers, Deniz really is that sad.

AMANDA – One film that gets Tipping reaching for the remote control is The Great Escape. "It's on every year," she exclaims. "He always jumps the fence, and that bloke never remembers to duck when crawling out of the tunnel. And it's not as if Steve McQueen can collect his royalty cheque."

RIK – You can bet the telly is on ITV at 2pm on December 25th at Rik's place. That's because he just hates Xmas Top Of The Pops! "It drags on for hours, has loads of naff bands on and is crap." Unfortunately, Rik's views don't count because we asked for films and he picked a TV show. Stupid.

JULIE - Chitty Chitty Bang Bang won't be lingering near the top of Julie's viewing list this Chrimble. "It's so awful," complains CVG's Art Ed. "Everybody's just so bloody nice to each other – I can't stand it!" We think Julie had a happiness bypass operation at an early age.

PETREA - Only a couple of weeks into the job, and Petrea's already got the team nodding in agreement with her. The subject? The Sound Of Music. "They insist on putting it on year after year after year. It would be tiring even if it was good." We had to edit out what she said about Julie Andrews. It frankly wasn't nice.

STEVE – Bring up the subject of 'Santa Claus – The Movie' and Steve's face becomes strangely contorted. "I can't stand it", growls CVG's managing editor, when quizzed on his feelings towards the knockabout Dudley Moore jape: "Dudley Moore used to be good before he went to America, then he started doing crap like this." Blimey!

CRASH 'N' BURN

The first 3DO game is a Mad Max-style driving blast set in the future that is bundled with the machine!

With the 3DO now available in the States, you're all no doubt saving your cash up to buy one of these wonderful CD-based systems. When you do finally get your mitts on the machine, you'll find a silver disc inside the box – this is Crash 'n' Burn, the first game available for 3DO and it comes free with the system so you can get up and running straightaway!

Car-azy

Set in the future after a devastating nuclear war which has wiped out most of the world's population, Crash 'n' Burn is an arcade driving game in which the objective is to blast your opponents to kingdom come using a variety of weapons in order to claim the top spot at the end of each race. The player is given the choice of two kinds of drive; a single race, which has you blasting around the circuit of your choice, all guns blazing, or a tournament, in

In the pits. Your car's all but repaired, however there's still a fair way to go before your weapons are reloaded. Keep an eye on the circuit map to check on all the other drivers' positions while you're pitted – you don't want to lose too many places.

At the end of a race, you're taken to the auto shop. Here, you can buy more powerful weapons, shields and attachments to your vehicle depending on how much cash you earned from your race.

Tasman Twix offers a few words of discouragement before you take to the circuit he's champion of.

IN OR OUT – YOU CHOOSE

Whereas most arcade driving games give you just one view – the outside, usually – in Crash 'n' Burn, a flick of the fire-button switches the screen between the outside and inside of your car. The outside view lets you see more of the excellent track graphics, but the dashboard view is, in our opinion, the best for racing because you can target your enemies from here – depending on the weapon you're using, the relevant sights appear on the windscreen, allowing you to accurately place your shots and wipe out the competition much easier. Great fun.

MEET THE GANG

Six characters are available for selection in Crash 'n' Burn and, thanks to the machine's 32-bit CD technology, you're treated to full-motion digitised video animations and speech from each one (wow eh?)! Here's the complete run-down on the sextet...

Name: Fang
Car: Hammerhead
Speed: 270mph
Acceleration: Awesome
Armour: Great

Name: Druger
Car: Vortex
Speed: 310mph
Acceleration: Poor
Armour: Poor

Name: Tasman Twix
Car: Caretaker
Speed: 300mph
Acceleration: Fair
Armour: Good

VERDICT

3DO is a star when it comes to graphics, but the cars in Crash 'n' Burn aren't very impressive. They look good, but are badly animated. Sound is, on the whole, average and a couple of good tunes stand out from the crowd, but your engine sounds like someone's strangling a cat! The game is enjoyable, and there's a choice of different cars, water on the tracks to complicate driving and, obviously, the ability to blow away the opposition, but I'd like to have seen a debut game with a bit of meat on its bones, gameplay-wise.

PAUL RAND

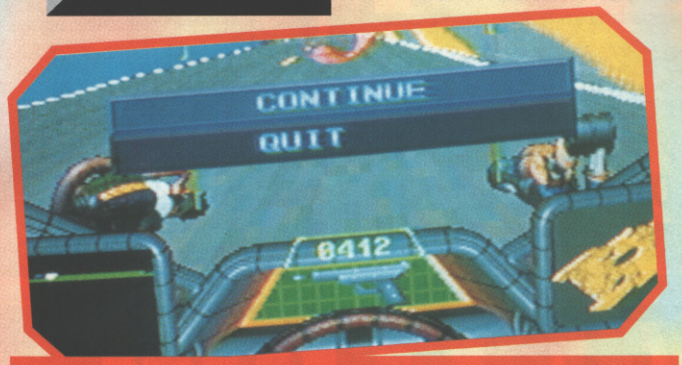
which you have to complete each course in third place or higher to continue on to the next track.

Car wars

When you first start the game, you're given the opportunity to choose your character from a list of six, each with his or her different strengths and weaknesses. You'll then be shown information about the track and hear what the current circuit champion has to say about your challenge – it's usually rather unpleasant. After that, it's into the race itself. Each race lasts for a set number of laps, and out on the road, anything goes: push your opposition off the road; get him in your sights and blast him with bullets, lasers and missiles – whichever way you play, keep an eye on the rear-view radar for upcoming baddies who are trying to do to you what you're doing to them – blow you out of the race!

Car pet

If you do manage to get yourself banged about, at the end of each lap there's a pit stop which you can drive into to initiate repairs to your car and the reloading of your weaponry. Finish the entire race and you're given stats on your position, the amount of kills you managed and the best lap time.



Third place! You've won $500, which won't buy you much but at least you get to race another day. Anything less than third and you're kicked out of the tournament.

Water on the track affects the handling of your car, so be prepared to compensate for under and oversteer.

VERDICT

The graphics are promising, the full motion video is stunning (but let's hope 3DO doesn't become a home to failed actors) and the sound comprises cliched rock ditties and an engine noise that resembles a wasp with a stomach problem. Gameplay is exciting with the tournament option helping lastability, but you can feel detached while playing and the weapons do not seem as if they are causing any real damage. But overall this is a decent enough game and shows the potential of the 3DO.

DENIZ AHMET

Name: Max Amillion
Car: Assassin
Speed 320mph
Acceleration: Poor
Armour: Poor

Name: Klaw
Car: Sniper
Speed: 295mph
Acceleration: Good
Armour: Fair

Name: Rocker
Car: Flatliner
Speed 290mph
Acceleration: Great
Armour: Good

3DO

PROS: Absolutely stunning 3D graphics.

CONS: Unresponsive controls and generally lacklustre gameplay.

GRAPHICS	Superb track detail and scrolling. Cars move a bit poorly, though.	92
SOUND	A couple of stirring rock tunes, but engine noise is dire.	70
GAMEPLAY	Nothing special, but fun for a while and the guns add something extra.	78
VALUE	It'll amaze your friends, just don't let them play for too long.	74

MISS OK! HIT

79

PREVIEW

3DO, MEGA DRIVE, MEGA-CD, SNES

by VIRGIN

£TBA

SPRING RELEASES

Stage of Development

60% Complete

As in the film, Spartan goes in all guns blazing. Taken from the 3DO version, Demolition Man looks superb!

DEMOLITION MAN

Get ready for the small screen version of the BIG Christmas action movie!

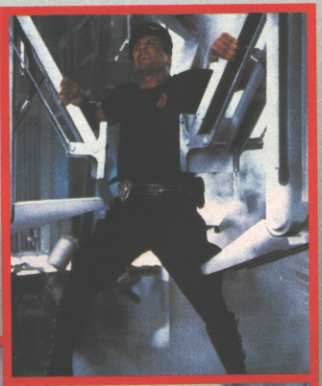
It's the biggest action movie of the year – and it's coming to a machine near you soon! Demolition Man, starring Sylvester Stallone and Wesley Snipes, is currently clearing up at the box office, and it was only a matter of time before someone snapped up the rights to produce a game of the film – as a matter of fact, Virgin has been working away on the game for some time now, and we have the pictures to prove it!

Hopefully, Virgin will be ensuring Sly doesn't have the mumps in the finished version as he does in this early screenshot.

Spartacus

If you haven't seen the film, Demolition Man revolves around Sgt John Spartan of the Los Angeles Police Department. Known as the Demolition Man for his skill at destroying buildings when on patrol, Spartan is cryogenically frozen as punishment for the deaths of 20 hostages, held by criminal lunatic Simon Phoenix (Snipes) who is also frozen. But when Phoenix is revived in the 21st century and starts a reign of terror, the authorities revive Spartan to deal with the threat. What this leads to is action,

Sgt John Spartan is crushed between a big futuristic thing in a scene from the movie.



Not the most sane lad in the world; Wesley Snipes plays psychotic Simon Phoenix in the movie and game of Demolition Man.

Believe it or not, this is a shot from the 3DO version...

guns and a high body count which has the punters baying for more.

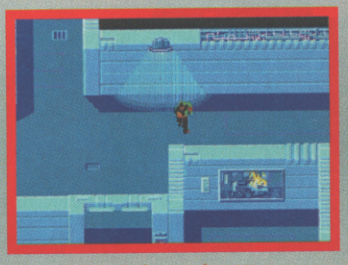
Don't push me

Planned for Mega Drive, SNES, Mega-CD and 3DO, Demolition Man has 12 action-packed levels – two are based in the LA of 1996, where Spartan must track down Phoenix, with the rest spread over the new state of San Angeles in 2032. Here, Spartan and Phoenix are defrosted, and Phoenix's henchmen from the 20th century are also on the rampage. You play the good sergeant and it's your job to hunt down the Cryo-Cons on each level.

The stages are taken directly from the movie, so you'll find yourself battling it out in the LA warehouse where Phoenix has the hostages stashed; then it's on to the museum where your enemy finds a power laser gun, then through the Taco Bell and a meeting with Francis, one of the Cryo-Con end-of-level baddies, and beyond.

Operation Sly

While the cartridge versions take the form of traditional platform arcade blasts, the Mega-CD and 3DO games are presented in the Operation Wolf/Lethal Enforcers-style, with a first-person perspective, horizontally scrolling view. Both versions promise

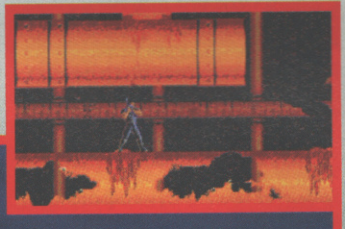


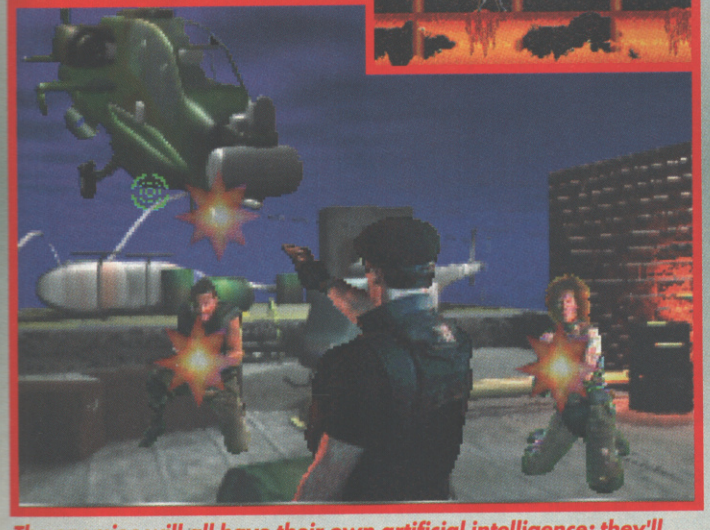
...and this is from the Mega Drive game!

action-a-plenty, with plenty of baddies to waste and lots of different weapons and other pick-ups.

At the time of going to press, it hasn't been totally decided whether the original music from the movie will be included, but on the graphics side, as the Mega Drive and 3DO shots shown here prove, things are looking good. When it comes to the crunch, though, it'll depend upon whether Virgin can include the non-stop thrills and spills of the film into the videogame versions that will determine whether or not Demolition Man is going to be a hit. We'll be keeping you posted, so don't go away!

Down in the sewers in Mega Drive Demolition Man.





The enemies will all have their own artificial intelligence; they'll dodge bullets, hide behind objects and try to trick you.

WHAT ABOUT THE MOVIE?

Spawny gets that we are, the CVG team blagged their way onto a hush-hush press screening a whole week before the official release of the movie, and frankly we weren't disappointed. We thought that Stallone's other movie of 1993, Cliffhanger, was a bit poor. But boy, were we in for a surprise with Demolition Man!

Sly is back to his gun-toting best, but this time he's not a Vietnam vet in some dodgy jungle, he's an LA cop in 1996 who gets cryogenically frozen for a crime he didn't commit, along with his sworn enemy, Simon Phoenix. Jump to the year 2032; Los Angeles has linked with a host of other states to become San Angeles; the world is a safer, cleaner, more naive place where everything is automated, everyone is nice to each other and you get fined for swearing. It's in this period that Phoenix is released from captivity to wreak havoc on society. The 21st Century cops can't handle him, so the only solution is to re-awaken Sgt John Spartan – AKA Stallone.

What ensues is the sort of mindless action and gun-toting violence that had up until recently been Schwarzenegger's forte until he went soft. Demolition Man is packed with top special effects and good one-liners, and the battling hardly lets up. There's bodies galore and, although it won't leave a lasting impression, it's a film that you'll be glad you didn't miss.

CVG RATING: 87%

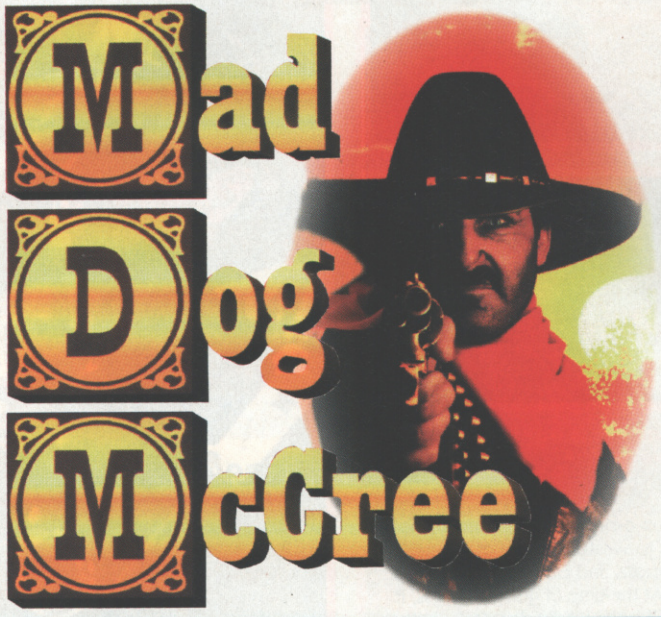
REVIEW

3DO ▶ by AMERICAN LASER GAMES ▶ £54.99

Out now. Contact MD Consoles (0834 48047) for information.

Considering what the 3DO can do the graphics are very grainy.

Mad Dog McCree



The 3DO will need quality software to survive. So how does the first piece of independent software fare?

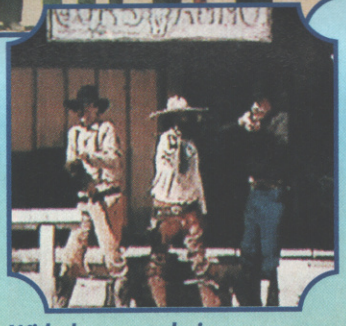
Mad Dog McCree has gone down a treat in the arcades, and this has led to a number of follow ups (Mad Dog 2, Space Pirates and Crime Patrol) which American Laser Games is in the process of converting to the 3DO.

Not heavy

The arcade game places you in front of a large screen upon which film-quality footage is played while you interact with your light gun. In the 3DO version, though, you use a joypad to dispense the baddies, manipulate objects on screen or choose what order you wish to complete the screens (a light gun can be connected, but one isn't included).

To help you get used to the control system there is a practice mode where you have to shoot a number of bottles off a fence. The on-screen cursor can be set at three speeds to make dispensing of baddies as painless as possible.

Don't worry about being shot. You get three seconds to avoid any incoming bullets!



With the cursor being so unresponsive it's nearly impossible to beat baddies when they show more than one at a time.

This old timer warns you of the dangers that await you.

Two player action is available and there is also a continue option, which allows you to carry on playing exactly where you last left off. Your score is reset to zero, though, so don't think there's a chance of creating an awesome scoreline!

Crazy pup

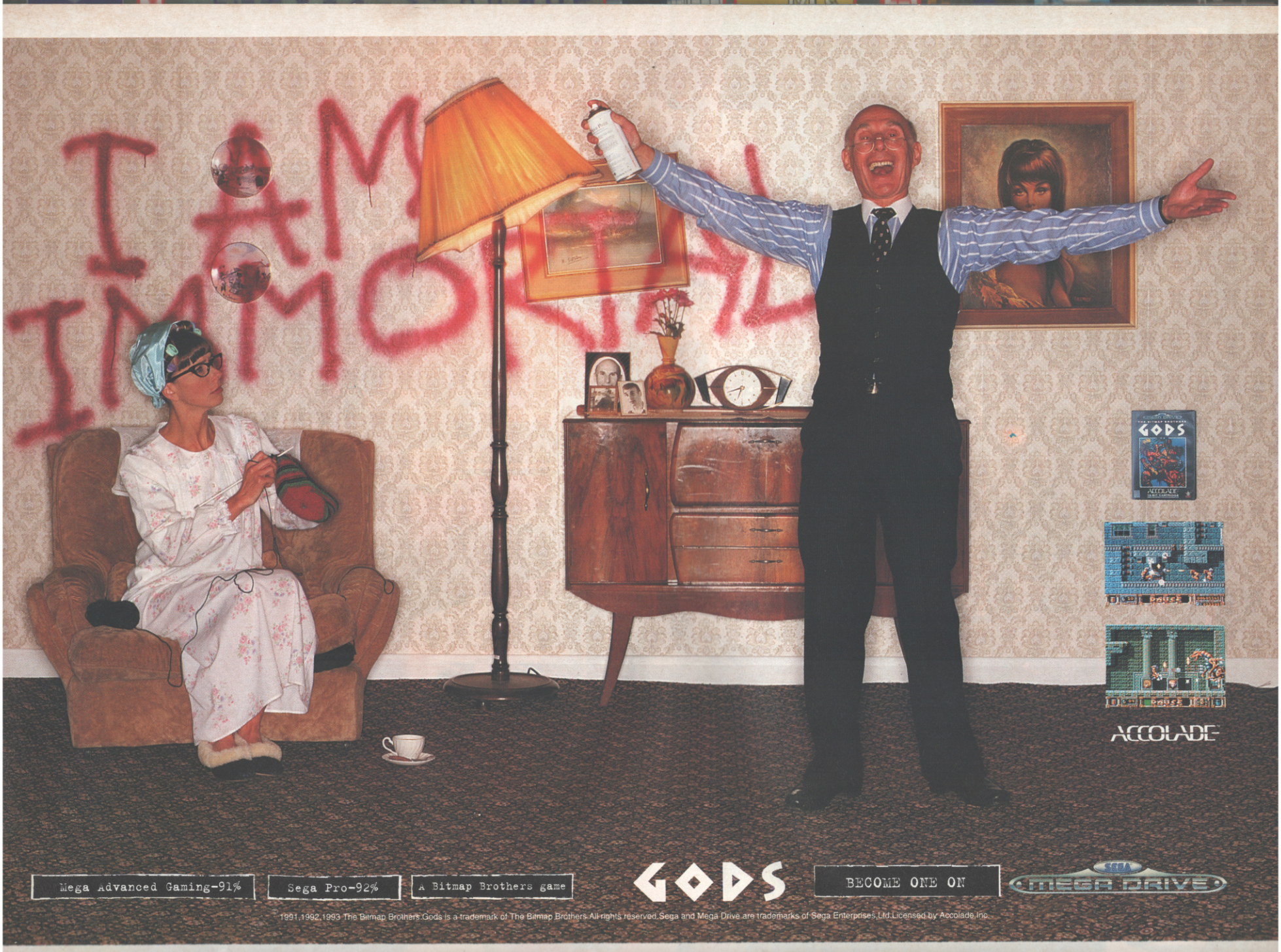
What's it all about though? Well, it's not exactly going to tax your grey matter. Mad Dog and his mean mob have kidnapped the town's mayor and his daughter. To save them you'll have to battle against a saloon full of outlaws, a hair-raising bank robbery, gunfighters, a heap of old West ambushes and finally old Mad Dog himself. Can you succeed against this surly mob, and more importantly would you want to? Ride quickly to the verdict stranger. ●

VERDICT

Quite possibly one of the worst games ever. Graphics and sound are OK, but Mad Dog has no gameplay. Weapon 'control' is non-existent and once you manage a shot you'll think it's a time-freeze ray-gun you're holding, not a six-shooter. Every time a shot is fired there's a horrid pause while the CD chugs away; on the bottle screens it can take three seconds for a bottle to explode once hit. And as you can restart the game where you die the game can be completed in one go. Complete trash.

RIK SKEWS

Can you possibly draw your gun as slowly as Mr Blocky Pixel here? The only way to draw more slowly is to not draw at all!



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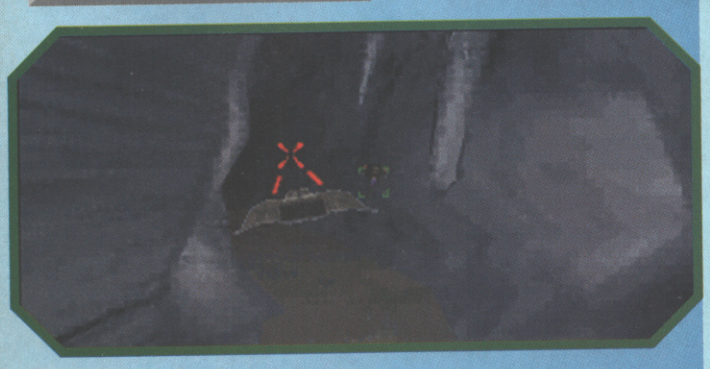
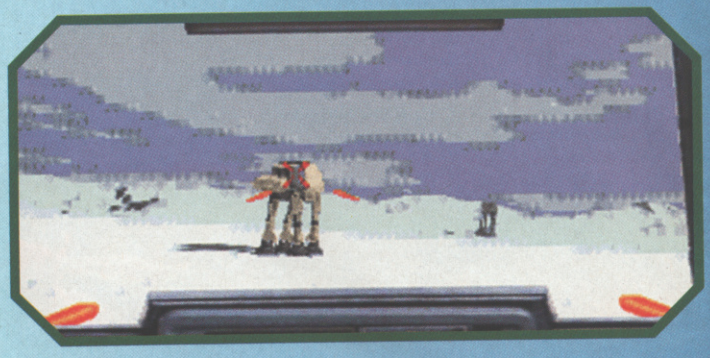




REBEL ASSAULT

Above: It's one of the most famous film sequences of all time, the desperate and ill-fated rebel attack on the Imperial Walkers. I'm going in - Yee-haaaaaaaa!

Left: The arcade action is seamlessly linked together by a series of stunning animated sequences. We're talking movie-quality stuff here, you should see this move!

Darth Vader and the Empire return in the first CD-only game from the people at LucasArts. Is this the future of CD gaming or what?

Rookie One (you) have crashed your snowspeeder and must make it to the base on foot.

You can often tell how popular a game is by the size of the crowd gathered around it. For example, Day of the Tentacle (or DOTT as we call it in the 'biz') drew a good crowd of six when I played it. Now six is a good showing, but when I sat down to play Rebel Assault, with the lights turned off and the music cranked up loud, a crowd of no less than 15 of my colleagues gathered to watch me.

Rebel Assault is quite simply breathtaking, featuring full motion video effects, superb TV quality animation and the famous stirring Star Wars soundtracks. This game has atmosphere by the ton, whether you're attacking Imperial Walkers,

THE STORY SO FAR...

Playing Rebel Assault is just like watching a movie (apart from the fact that you can actually take part in the battles). After the Rebels flee from Tatooine, they secret themselves away on the ice planet Hoth. Unfortunately as you know, old dark helmet himself sends out probe droids to detect their presence.

The battle for Hoth is split into three different sections, namely pursuing the probe droid through the ice caves, fighting the AT-AT walkers and shooting stormtroopers in the empty rebel base. Only once you've succeeded in these three missions can you jump into your trusty X-Wing and flee to Yavin.

VERDICT

This is without a doubt the best, the most wondrous, the most hugely atmospheric game I've played in a long while. Forget your SNES, chuck out your Mega-CD because the PC has finally arrived. Playing Rebel Assault is just like watching the Star Wars movies. Dodge TIE Fighters, attack huge star destroyers and zoom down that famous Death Star trench. How can I go back to non-CD games after this? Even at £50, if you've got a CD drive I can't recommend Rebel Assault highly enough.

PAUL RAND

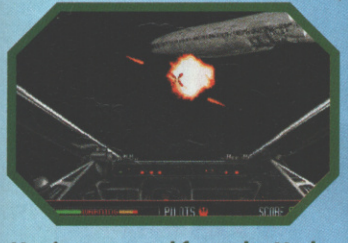
VERDICT

Stupendous, superb, brilliant, er, awesome, amazing and astounding. These are just a few of the words that tried to get out of my mouth when I first saw Rebel Assault. It's an astonishing game that finally goes some way to proving the real power of the CD format. I only have one criticism and that is that maybe it's a bit too easy. I finished it in under two days, top rebel pilot like I am, but despite this I will not hesitate to recommend it. I mean it is an arcade game after all and it's high scores that are important.

DENIZ AHMET

Rebel Assault isn't just about flying. No sir, in Rebel Assault you get to be a pedestrian too.

The rebel base on Hoth has been overrun. You've got to shoot the troopers and escape.



Having escaped from the Hoth, you're called to defend a transport under attack by TIEs.

flying through asteroid fields or fending of TIE Fighters over the surface of the Death Star.

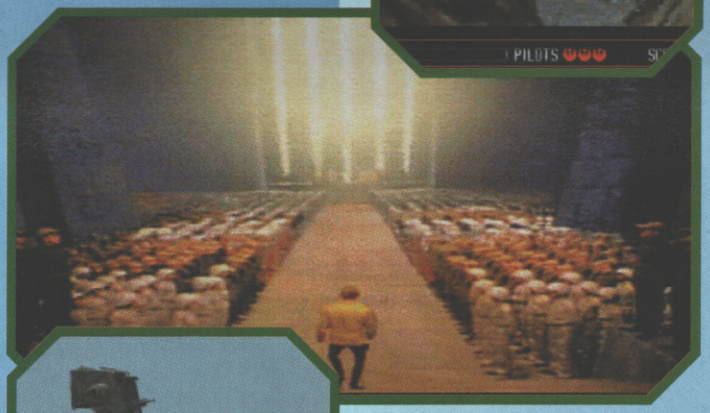
Shut up then

It's so good in fact that I'm going to keep this review short and concise so our wonderful design staff can squash more pictures in. I can get away with this because Rebel Assault is essentially an arcade game, a shoot-'em-up to be more precise, and is a game that bears as much resemblance to X-Wing as a Maserati does to a Lada.

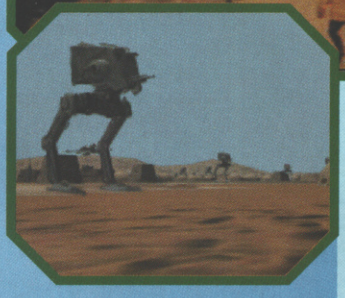
As an arcade game it takes about three different forms, namely the in-cockpit view, the 'chase-plane' type view and the running about in the ice tunnels sequence. These levels or chapters (of which there are 15) are linked seamlessly together with some of the most glorious cutscenes you or I have ever seen. They are absolutely superb.

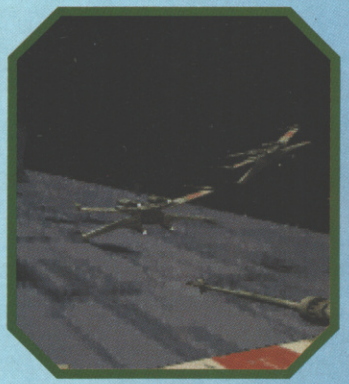
Breathless

I can honestly say that of all the CD games I've seen on the PC, Rebel Assault is quite simply breathtaking. It boasts superb graphics and even some gameplay as well, which is more than can be said of the 7th Guest or the other big CD release, Microcosm. If ever there was a game that will shift CD-ROM drives, then Rebel Assault is it. Wow, cor and blimey. This is stunning stuff. ●



If you manage to fire the torpedoes at the Death Star you've won. Cue wild applause.





This is it. Stay tight. The attack on the Death Star is the hardest and most atmospheric part.

CAN YOU FEEL THE FORCE?

Like X-Wing, Rebel Assault culminates in the battle to destroy the Death Star. First you've got to fight off wave upon wave of TIE fighters and then you lock X-foils in attack position and dive on to the surface. After destroying a few surface installations, you've got to neutralise a laser cannon near the trench.

This means knocking out its blue shielding and diving down right inside to disable its power relays. When you've done this, you can get down there in the trench and try and fire that lucky shot. Use the force and all that.

PC CD-ROM

PROS: Everything a CD game should be.

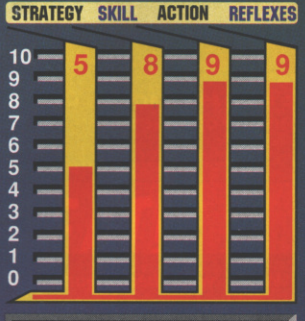
CONS: Possibly a bit too easy.

GRAPHICS — Utterly wondrous. TV quality images that move at TV speeds. Wow. **99%**

SOUND — The sound is superb. Sampled from the London Symphony Orchestra no less. **98%**

GAMEPLAY — Hmmm. It's a touch limited but once the music starts who cares! **75%**

VALUE — It's not a difficult game but it's the best CD game on the market. And it's Star Wars. **89%**



MISSOK! **HIT!**

93

UTOPIA

It's another god sim conversion! Will you stop reading now or persevere to find a pleasant strategy game?!

Arrgh, two heavy games in one day! Having just finished a preview for Genesia (turn to page 133) it's on to Utopia, a tasty conversion of the Amiga original, one of the better god sims that followed Populous' lead.

Settlers

As the game says 'you've got the whole world in your hands'. It's up to you to colonise one of 10 distant and progressively difficult planets, each with its own unique terrain and resources, benefits and perils. The reason for all this god-like tomfoolery is down to those darn aliens once again. For years they've sucked dry dreams for a better tomorrow – whatever they are. Now you're hoping to change life for the better in the outer colonies of Utopia. No doubt human survival depends on your success. Probably.

From left to right the icons are as follows: game pause, get information, detailed maps, build, advice, finance and game options.

From top left to bottom right: civil engineer – gives you hints on buildings; head of research – better by design as they say; colony administrator – gives general advice like how much food is present; financial consultant – gets more for your money; senior psychiatrist – suggests ways of making everyone happier (man), Supreme commander – GULP!

The level select screen. Choose from one of 10 levels.

Civilisation

There are two main ways you go about this. First of all you've got to cilvilise through strategic planning and development, allocating tax funds and personnel for exploration, construction, and trade, and governing fairly for the common good.

Powermonger

You've also got to fortify by developing highly sophisticated weapons and intelligence systems in order to survive against brutal attacks from the evil alien civilisations. So are you up to creating your own Utopia with a 100% rating and more to the point will you really want to?

Although the game only shows a small amount of the complete level at once, everything scrolls smoothly so there's no problem moving around.

VERDICT

Wooh, wooh heavy game alert! Utopia on the SNES is a fine conversion from the Amiga original. Chances are you'll have played or at least seen some other god sim, so if you like the look of this you'll know what to expect. Graphics are much the same as on the Amiga and thankfully the balance between gameplay and strategy has been retained too. A pleasant change on the SNES but unlikely to have the success it deserves as console owners don't seem to want this sort of thing.

RIK SKEWS

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REVIEW

SNES ▶ by SENSIBLE SOFTWARE ▶ £49.99

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Will you choose 4-4-2, 4-4-3 or 5-0?

SENSIBLE SOCCER

We couldn't let a Christmas issue go by without a review of Sensible!

Remember when you could never get a decent soccer game on any format? That all changed with the release of Kick Off on the Amiga. Since then there's been a number of excellent games such as Striker and FIFA soccer. However, the best of the bunch in my opinion is Sensible Soccer.

He shoots, he scores!

Sensible Soccer went down an absolute storm on Commodore's 16-bit wonder, toppling the mighty Kick Off 2 from its throne as top footie game. It's taken a while for the console versions to raise their heads, but as you may have seen last month Paul raved over the Mega Drive version. So now the word on the street (apparently) is about whether the SNES version will be a stonker too.

What will he do next?

Options a-plenty are available including all the regular tactical formations, although sadly you can't design your own. Game length can also be set, whether or not you require music during a game (realistic option that one) and the type of pitch you want to play on.

Some people dislike the small sprites but I prefer them because it allows you to see more of the players and who's available to pass to.

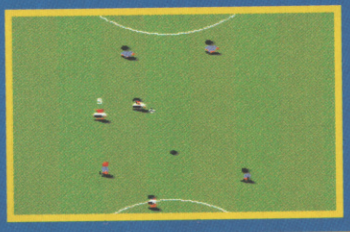
This isn't very realistic as it gives England a decent chance of qualifying for the World Cup!

New to this version is a difficulty mode selection. The expert mode is tougher than on Amiga.

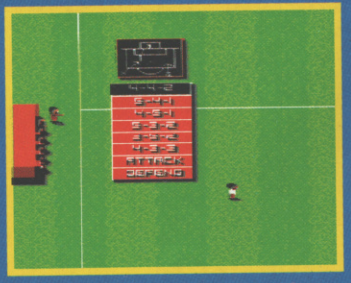
Whether you choose club or country all the cups and qualifying matches are present, giving the game plenty of depth.

What a move!

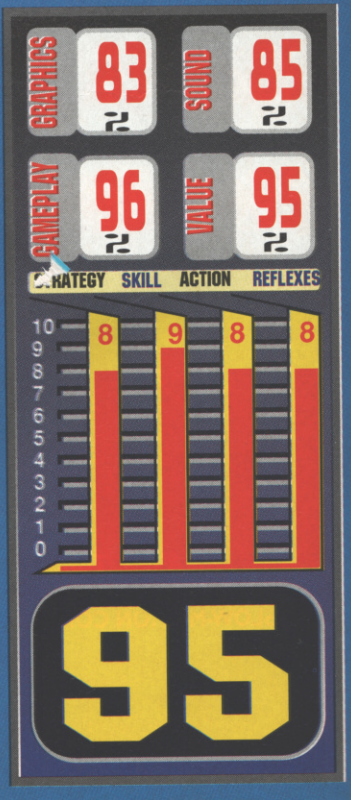
The game enables beautiful control of the ball. You can even head the ball in a different direction from the one you're facing. The 'airship' view allows for some lovely Tottenham-style passing and heaps of tactical movement around the pitch, so this isn't a game for Wimbledon fans!



Watch out for the star players marked with a star! They're the top performers and should have the ball whenever possible.



Calling up the manager mid-game allows you to change formation or make a substitution. The only reason to sub someone is if they've received a yellow card because there are no injuries.



VERDICT

Sensible on the SNES is a corker and as good, indeed slightly better than the Amiga version (my particular fave) thanks to the addition of an expert level for seasoned players. Apart from some in-game music the game remains identical to the Amiga delight. Yeh, I know the graphics are average, ditto the sound, but it's the gameplay (especially on two-player) that will hook you thanks to some awesomely responsive controls and brilliant use of tactics. You'll beg for a power cut it's simply that addictive.

RIK SKEWS

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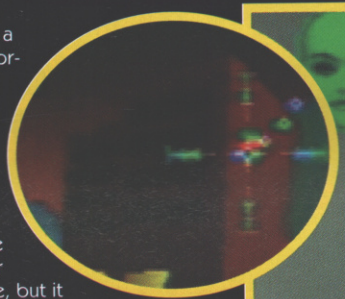
Atari's answer to Nintendo's Star Wing? Cybermoprh gives us a flavour of the Jaguar's vector graphics, but how does the gameplay taste?

Flying through those gorgeous vector shaded caverns gives an awesome effect. Just don't hit them or you'll damage your craft.

CYBERMORPH

Word has reached you that the Pemitia Empire has conjured up a robotic technology which can regenerate itself. Like a virus, this has spread through the Galaxy. New weapons and defences have been designed to deal with the threat, but the enemy has seized these and suspended them in pods scattered around the planets.

Jumping to the challenge you seat yourself in the Cybermorph, a prototype morphing craft which can adapt its shape and regenerate its damaged parts; this doesn't serve any particular gameplay use, but it looks impressive. You have to seek out the pods on eight planets to free a sector from the Empire and secure a defence base. Five sectors will need to be regained to defeat the Pemitia clan.



Cybermorph goes in to destroy that Christmas tree-type object. These pollute the ground around them and so kill off any pods. If they destroy too many pods you can't complete the level.

Here you approach a fleet of fast-moving aliens. Like most baddies in the game, you don't need to fight them – just fly around.

VERDICT

I'm in two minds about this. Visually, it looks stunning, but there isn't much interaction. The enemy craft are easily disposed of and once the novelty of exploring the shaded terrains has gone all you find is a repetitive game. This wouldn't matter in an action game like Star Wing, but it does in the tactical approach used by Cybermorph. Atari is obviously looking to cash-in on the vector game status created by the likes of Star Wing on SNES. Sorry, but Star Wing is heaps better.

DENIZ AHMET

VERDICT

Cybermorph seems to be a cracking game; it handles well and the graphics are impressive. Unfortunately, it is a bit empty in the gameplay stakes. Simple puzzles and pod collecting isn't what 64-bit games should be about. The sound is poor and the graphics don't use half the special effects available, and the end-of-level guardians lack imagination. Ultimately, this is a dull game which lacks the class and 'surprise' element of the SNES' Star Wing . It's fun for a while, but come on, 64-bit should be arcade quality.

RIK SKEWS

Using the radar is vital to gameplay in order to find sufficient pods for collection. It also informs you of enemy craft and which way the exit is.

Those yellow diamond things in the distance are the pods you must collect. Some are placed dangerously close to buildings so go slow.

Peas in a pod

Cybermorph is not a straightforward shoot-'em-up like Nintendo's Star Wing. It's more of an exploration game. The screen can rotate through 360°, so you are not limited to defined paths like Star Wing. While the hills and terrains look stunning, they never demand any manoeuvrability skills. Basically, all you do is follow the arrow on your radar to the nearest pod and pick it up. If you encounter any baddies all you need to do is fly past – they don't seem to chase after you. The only enemies you need to blast are those hanging around the pods – once they sense you they will swoop in and steal the nearest pod. Annoyingly, allowing them to escape will result in the pod being deposited tactically beside an awkward obstacle or attack craft.

Not so peasy

On easy planets the pods are left in the open. Things soon become harder though when pods are hidden in capsules and bunkers because you can't see these on the radar.

The challenge mounts on deeper sectors. Spikes will frequently surround a pod preventing contact while force-fields shut-off areas of terrain where pods are hidden.

The solution to both of these headaches is to find the relevant control stations and destroy them. In addition to these you discover floating teleporters which take you too and from secret terrains and so more pods and baddies.

How you approach this game is up to you. I went in there got the pods and did a runner. Well it worked for me.

Just one of the 'intelligent' opponents in the game. These lay flat on the ground but pop up and start spitting if you get too near.

The Cybermorph craft changes its shape depending on what you're doing. If you accelerate for example, the ship tucks in its wings. Very smart indeed.

JAGUAR

PROS: Possibly the best vector terrains yet seen.

CONS: Limited appeal and a bit boring after a while.

GRAPHICS	Excellent by vector standards, but not by Jaguar standards.	82%
SOUND	No in-game music and bad sound definition on the title tune – out-dated sound effects too.	32%
GAMEPLAY	For the first hour you'll swear it's brilliant, but then it all gets tiresome and repetitive.	78%
VALUE	Not much of a challenge. With passwords it shouldn't take long to complete.	75%

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REVIEW

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MORTAL KOMBAT

Virgin is getting ready to release an A1200 enhanced version, which should be much smoother and faster.

CHARACTER PROFILES

SCORPION

Must avenge his death by Sub-Zero.

SONYA

Wants the criminal Kano behind bars.

CAGE

The movie star wants some fun.

KANO

He just wants the money and the title.

KANG

Wants to restore the tournament's honour.

Yes, IT finally hits the Amiga, but can you beat your mortal opposition?

Set on an oriental island governed by the evil Shang Tsung, Mortal Kombat is a beat-'em-up where seven fighters have gathered to kick the stuffing out of their opponents. Each character has their own reason for entering, the undead Scorpion, for example, has come to avenge his death at the hands of Sub-Zero.

Get over here!

Progress in the one-player game is achieved by choosing one character and then fighting each of the other characters one-on-one in a three round bout. If you're hard enough, as well as skillful with your own fighting powers, then you'll have to fight a mirror image of yourself before moving on to three endurance matches. It's here where you take on all the characters again, but this time two in each match, one after the other.

Fatality!

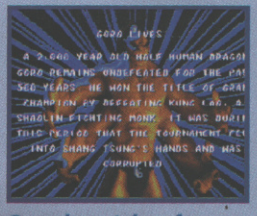
Next off you take on Goro: a four armed alien and current champ. Beat him and Shang Tsung awaits. He's a mean git and can transform into any character, and use all their special moves. If you're in the know you get a chance to fight Green Reptile (a cross between Scorpion and Sub-Zero), but I'll let you work out how you go about this. (He doesn't know – Ed.)

Perfect!

The two player game is over three bouts and the winner is awarded a champion medal. Underneath the medal the amount of times you've retained the championship (if you're good enough) is listed. ●

CHARACTER PROFILES

GORO



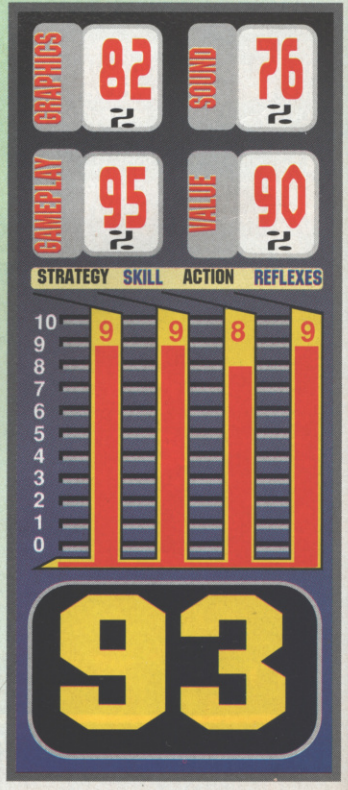
Goro hasn't lost for 500 years.

RAYDEN

Shang Tsung challenged him to enter.

SUB-ZERO

Sub just wants to kill people. Nice chap!



VERDICT

All the gore and death moves are here, and considering the complexity of the graphics they've been converted faithfully, but they're not much to gawp at. Sound, too, is mediocre; gameplay, however, is where the game shines. Mortal Kombat is a hoot in one-player mode, although even on the hardest level it shouldn't take long to complete. It's the two-player mode which makes the game, though, thanks to brilliant character handling and the split second timing required. The best Amiga beat-'em-up ever.

RIK SKEWS

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REVIEW | CD32 | by MINDSCAPE | £34.99

Out now. Contact Mindscape (0444 246333) for information.

Now here's a man to talk to – he's the local arms dealer, and he has some very nifty guns for sale – they're pricey, though.

L.I.B.E.R.A.T.I.O.N

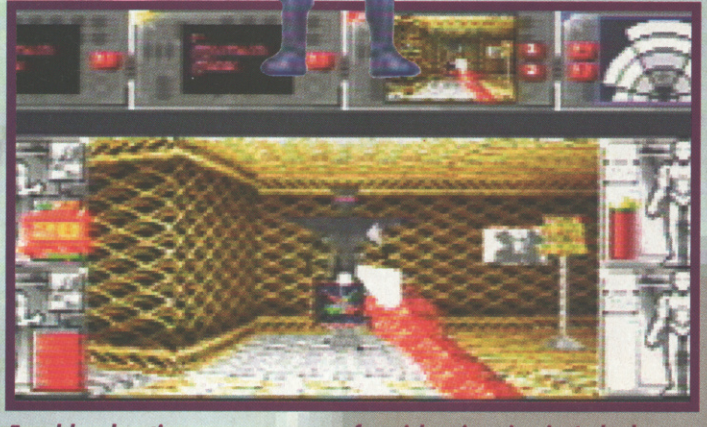
AIDS TO SURVIVAL

Descend to the lower levels of the city and you can trade with some of the seedier side of the Liberation populace. They have a number of handy little devices on offer, including knuckledusters, daggers and a delightfully large blade called 'The Enforcer'. Each item costs money, and you trade by simply handing over your credit card. And don't worry too much if you find you have run out of cash – there's plenty of spare cards lying around. You've only got to find them.

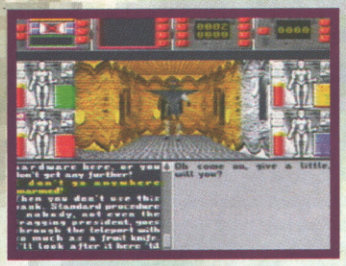
Is the sequel to the hit title Captive a revolution in compact disc gaming?

Tony Crowther's Captive was one of the big hits on Amiga two years ago. Now, after rewrites and a lot of hard work, he's at last completed the sequel, which is initially available on CD32 only.

The plot once again involves Trill, the captive of the first game, who's now been released from his prison and is enjoying a peaceful existence as a free man. Until he realises from news reports and a little detective work that the new police droids are killing people due to a design fault, and the cops are framing innocent civilians and locking them up in a huge cover-up job. Firing up the four droids which he used to free himself in



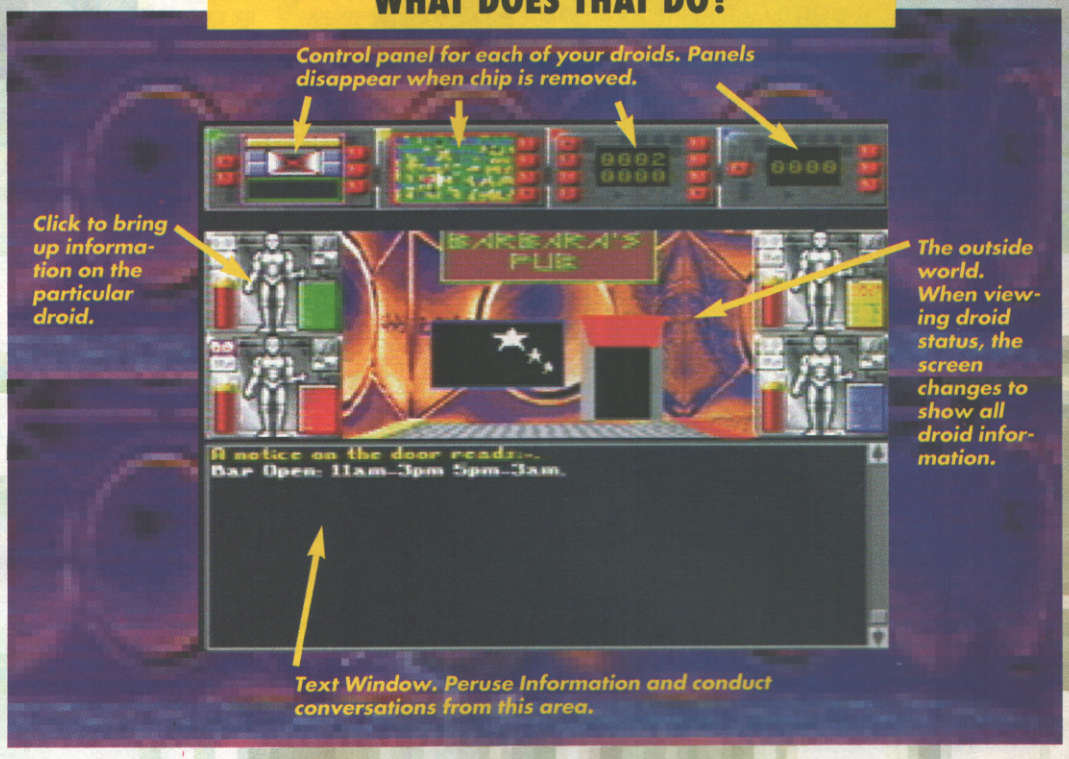
Frankly, shooting your way out of a sticky situation isn't the best way to go about things.



This chap is more than happy to give you info as to your target's whereabouts.

Liberation – a game that opens new doors in the CD gaming world.

WHAT DOES THAT DO?



Taxi! Get someone to program your city mapper and you can hail a cab and get it to automatically take you where you want to go.

Captive, Trill sends them out into the city to rescue the innocents and uncover the culprits behind this dastardly plot.

Lib-Dem

The player takes control of the four droids in this scrolling 3D adventure which combines a variety of gameplay styles, from strategy to adventure to out-and-out blasting. The aim of the game is information gathering – your team must travel around the cities, talking to the populace and finding out snippets of info that will lead to more clues as to the whereabouts of the people you are looking for. This may all sound slightly tedious but believe us, it's not. Especially when you consider that there are 150 different types ☛

Part of the Liberation intro sequence. It's a staggering six minutes long, is combined with some of the best music ever heard and really sets the scene well.

VERDICT

Liberation is a massive, sprawling adventure in the Captive spirit, but with so much more besides. There's just so much to see and do – be nice, be nasty, talk to people, blow them away, jump in cabs, take on the cops, buy guns; I could go on. And the best thing for CD^{32} owners is, you've got this top title exclusively for a while! If you want to see how a real CD game is done, then pick up a copy of Liberation, a game that's up there with Elite 2, in my opinion.

PAUL RAND

LIBERATION

Who knows what these stairs could lead to? Tread carefully in Liberation.

PACK UP YOUR TROUBLES

Each of your four droids carries a backpack, into which can be placed all the goodies which are picked up along the way. Be careful that you don't hoard lots of useless objects, because your pack has only a limited amount of space – fitting everything in can be a bit of a pain at times, as everything shuffles together to make space for whatever you wish to include, so when the pack's bulging it's usually best to dump a few items on the floor for a while and have a damn good tidy-up in there.

VERDICT

Liberation hosts a most agile user interface which doesn't leave you thumbing around with buttons in tight situations. While the game uses established adventure elements during gameplay it does create an ominous atmosphere by offering different gameplay possibilities with the four characters. It's almost like the game is growing as you progress, rather than you progressing in a defined world. Well done to Mindscape for taking the CD32 seriously.

DENIZ AHMET

of character in the game, each with his or her own mood and tasks to perform. For instance, you may desperately need to get information from a pub landlord, but he won't give it to you for the simple reason that he's in a huff and doesn't want to talk to anybody, let alone a robot with a big gun.

Lib-and let die

You can travel around the cities either on foot, which takes time and can become confusing as one street invariably looks like another unless you're concentrating on your route, or by jumping in a taxi and feeding him the route through your city mapper. The city mapper is implanted in the head of one of the robots and can be stuffed full of route information by handing it over to any character in the game who knows the direction you wish to travel. If you decide that a leisurely stroll will work wonders on the old pins, however, be careful that you don't get knocked over, as cars use the roadways too.

The main roads are built on walkways suspended above the floor, with the ground level being a no-go area. It's down here where you can

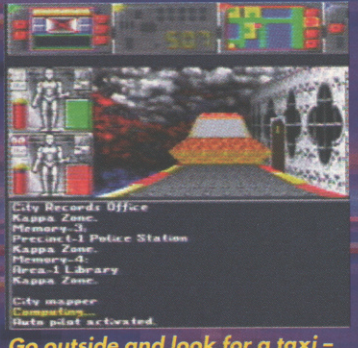
GET LIBERATING!

You begin the game outside the City Records office. But where the hell do you go from here? Follow this quick and easy guide to get you started down the road to Liberation!

First things first – go into the City Records office.

Some doors are locked, but hunting around, you'll find keycards which will allow you to open them.

Ah, the Records attendant. Ask him for directions to The King And Aardvark pub, then give him your city planner. He'll program in the directions then throw it back to you.



Go outside and look for a taxi – it's represented on the map at the top of the game screen by what resembles a set of spinning chopper blades.

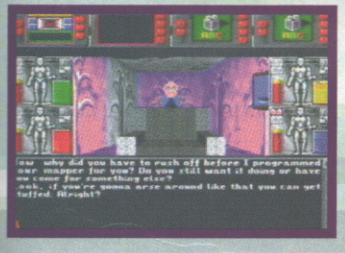
buy some very interesting bits of kit from less-than-scrupulous characters – half the time, you're unsure as to whether they want to trade with you or blast large lumps of metal from your exoskeleton! Also, be careful with those weapons when you're in a police-patrolled area. Although

This info computer outside the records office gives on-foot directions to various places.

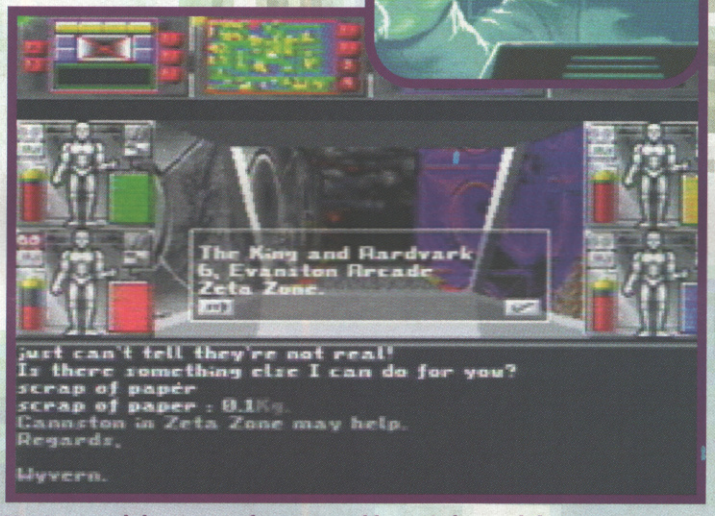
there are four of you and usually only one of them, it doesn't take long for a stack of reinforcements to turn up and blast seven shades out of you.

Lib-up fatty

Not all the people you need to talk to are just hanging around street corners, gagging to impart all their juicy gossip to you; in fact, most of them are hidden away behind closed doors requiring you to hunt them down. Many doors inside buildings are locked and you need the correct keycard to open them, but if you search around in the rooms which are accessible you'll usually find a card opening a door which leads to another card, and so on, until you get to the person you wish to converse with.



Characters can become moody in Liberation, so try not to wind them up.



You've read the scrap of paper and been informed that Cannston can help. He's found in The King and Aardvark in Zeta zone, so hail a cab and get over there.

Here we go. Get inside, move your cursor up to the map and select number four on the panel to the right. Choose The King And Aardvark and away you go!

Go inside and find the landlord. Quiz him about your target. He'll eventually send you to another location. So off you go in the hunt for clues!

VERDICT

Phew! Mindscape has shown with Liberation how CD games should be done. Liberation is bloody great, both in skillness and in size. Interaction is fantastic, as is the stunning orchestrated score and spot-on sound. I would have liked to have seen more use made of the CD32 as the graphics are nothing special but clearly Crowther has spent all his time on tweaking the gameplay – and boy, does it show. Classic stuff that will no doubt shift by the shedful.

RIK SKEWS

CD32

PROS: A huge, good looking game. It sounds stunning and will keep you playing.

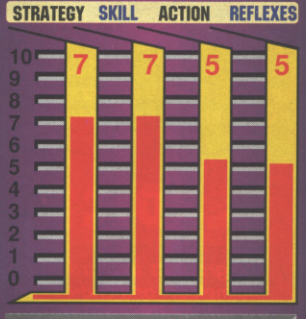
CONS: It can be difficult to get into at the start, and the CD32 joypad doesn't help much in the control stakes.

GRAPHICS 86 %
Smoother than the original, with properly animated characters.

SOUND 96 %
Incredible CD tunes and 150 digitised effects are crammed in.

GAMEPLAY 96 %
Once you work out what's going on, you won't want to stop.

VALUE 95 %
At £34.99, this game is an absolute steal – do not pass it up.



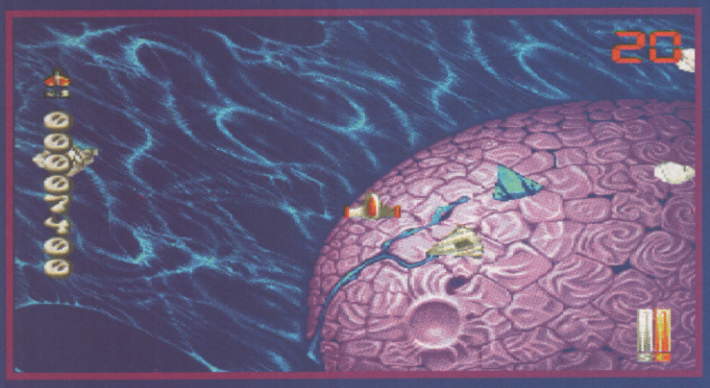
MISS OK HIT!

95

REVIEW

AMIGA ▶ by BLOODHOUSE ▶ £16.99

Out now. Contact Daze (071-328 2762) for information.



STARDUST

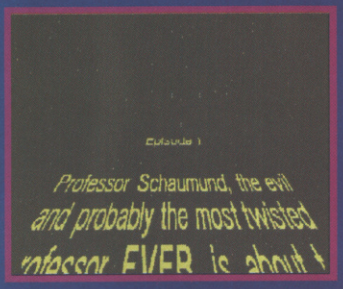
Stunning graphics and music from new coders Bloodhouse. But has it got the gameplay?

Stardust is essentially a combination of the classic Asteroids game, with a touch of Blasteroids added for good measure. After an amusing intro, which shamelessly rips off the start of the Star Wars films, it's on to the game proper. You've got to clear five worlds, each of which is divided into six zones. The zones can be completed in any order desired. At the end of the second level there's a special mission, which I'll keep a secret because I'm like that. Apart from the first world each one is entered by completing a tunnel sequence.

Meteoric

As mentioned earlier, the game itself is an Asteroids variant and meteor strength depends on their current colour. Golden meteors are the strongest, followed by purple, blue and lastly grey. Meteors break up into smaller ones when you shoot at them, and they get smaller and smaller until they are eventually destroyed. Quite often a token is left by the destroyed meteorites and these provide useful additions such as gun power-ups, missiles, energy or an extra life.

The special mission is tough going thanks to heaps of inertia. Control is like Thrust on the C64.



The game's intro is a shameless but brilliant pastiche from the Star Wars movies, complete with a very loud and very atmospheric orchestral score.

THE TUNNEL OF PAIN

Text warns you about the tunnel dangers before you travel through them. As you can see from the screenshots, they're mindblowing – just wait until you see them move!

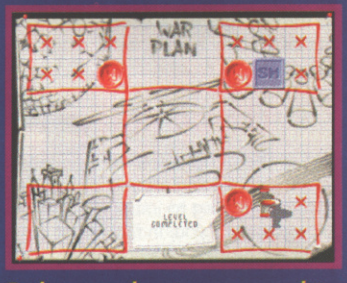
The special mission warp sequence text also gives you tips on how to survive that particular section.

Move the page to and fro to gain some impression of how fast the tunnels move. Makes Microcosm look sad!

These spiky things must be avoided at all costs. It's impossible to blow them up, and they destroy your craft.

Mother of all ships

For protection your ship has a limited shield and some body armour once the shield has run out. The game is against the clock and if time runs out a mothership and millions of tiny fighters appear which you will find are are nigh on impossible to destroy - in fact it's a fierce game!

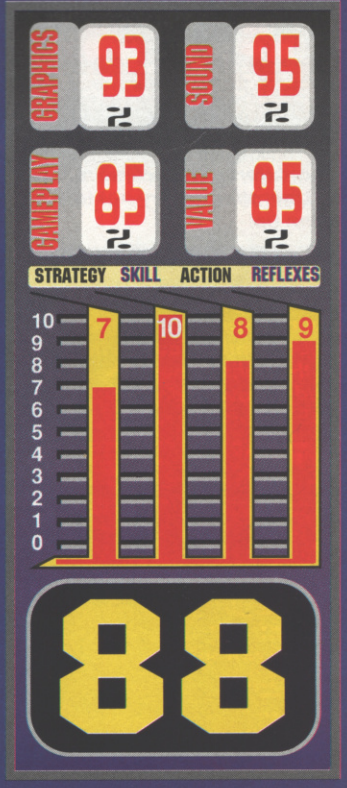


Red crosses denote zone complete. The red circles indicate an entrance to a tunnel and the blue mark the entrance to the special mission.

VERDICT

The graphics in Stardust are hot. What makes them so good is that the meteors and end-of-level guardians are ray traced. And thanks to some technical jiggery pokery the programmers have squeezed four channels of stonking techno music and two more filled with excellent sound FX. Oh, and playability is all present and correct. Control is fantastic and collision detection spot on. Thinking as well as blasting is required, but it may prove tough for some. Recommended, especially at the price.

RIK SKEWS



CHRISTMAS CRACKERS

Join Franky for more madcap adventures!
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Join Freddie and Frankie for the adventure of a lifetime!
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- Huge playing area of 790 screens.

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Fantasy role playing at its best!
- One of the biggest role playing games ever created, programmed on an 8Mb cartridge and including battery back-up.
- With 16,000 3D locations.

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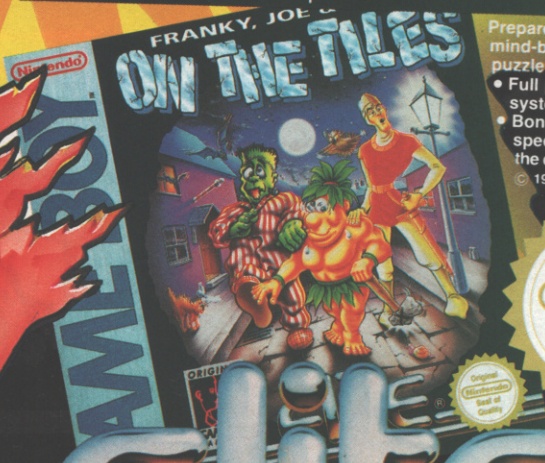

Prepare yourself for the most mind-blowingly addictive puzzle game ever!
- Full password re-entry system.
- Bonus icons, traps and special features galore and the clock keeps ticking away.

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COMPETITION

WIN A CD32! AND ZOOL GOODIES GALORE!

He's the nippiest critter to hit the Amiga! Zool has managed to cause a storm ever since he appeared on computer and, with conversions now on the console machines SNES, Mega Drive, Game Boy and CD32, plus the sequel released on Amiga this issue, Gremlin certainly has plenty to shout about.

And what better way to holler about how good Zool is than to literally GIVE AWAY the brand new compact disc-based CD32 console? That's the fantastic prize on offer to the winner of this cracking compo, as well as a copy of the game and a stack of Zool-related goodies too!

The ultimate winner will walk away with Commodore's compact disc-based wonder, a copy of the game (reviewed this issue – page 58), as well as

SMALL PRINT: This competition is not open to employees of Gremlin or EMAP Images, or the families thereof. The editor's decision is final, and no correspondence will be entered into. As some versions of the game are still in production, you may have to wait a little while to receive your copy of Zool should you be a runner-up.

WITH

COMPUTER AND CVG VIDEO GAMES

AND

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T-shirts and posters. And because Zool is also available on SNES, Mega Drive, Amiga and PC; the next five runners-up will receive a copy of the game on any of those formats, with T-shirts and posters to go with it!

So what do you have to do to win? Well just take a look at the questions below, and answer them. It's as simple as that! Actually, no it isn't. Because, as well as doing that, we want you to also complete a tie-breaker sentence. Got a pen ready? Then here we go with the quezzies!

A: Which dimension does Zool come from?

B: What type of creature is Zool?

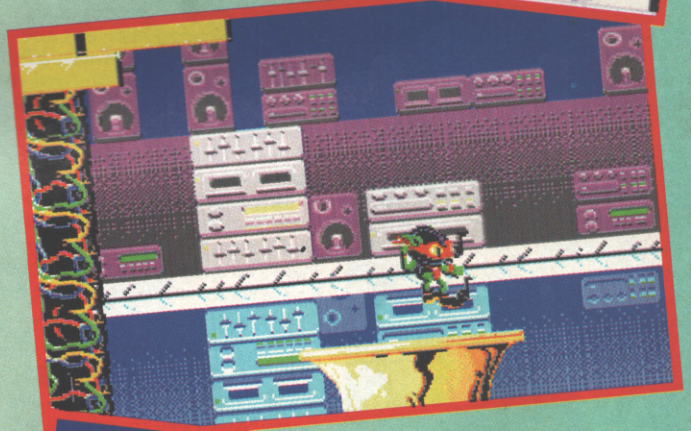
C: Which machine was Zool originally released for?

D: Gremlin was responsible for the Monty Mole series of games – true or false?

Once you've answered these questions, write the answers down on a postcard or the back of a sealed-down envelope, add your name and address and the format on which you'd like your copy of Zool to run on should you be one of the five runners-up, and send it to:

I'D BE A BIT OF A FOOL IF I DIDN'T TRY TO WIN WITH ZOOL, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

Please make sure your entries arrive in our offices no later than 14 January 1994 otherwise you won't have a hope of winning anything. Good luck!



REVIEW

CD32 | by GREMLIN | £29.99

Out now. Contact Gremlin (0742 753423) for information.

ZOOL

The Amiga's answer to Mario and Sonic comes bounding on to Commodore's 32-bit console

Any Amiga owner worth his weight in AGA graphics knows Zool is an interstellar cosmos dweller from the Nth dimension. And in case all you CD32 owners don't know, The Nth dimension isn't one specific place, it is everywhere and Zool is its guardian. The nifty ninja has more than proved himself on the floppy formats by being an addictive and highly satisfying platform romp, so is it more of the same here?

Very much so... your task is to guide Zool through seven strange worlds back to the Nth dimension. There's no apparent reason why, but it's got something to do with the evil Krool and his mate Mental Block.

N'er-do-wells

These two n'er-do-wells (Krool and Mental) have been changing all the creatures that populate the whacky worlds into deadly assassins. So it's up to you to battle through the seven levels, taking out all the nasties and destroying the end-of-level baddies. Simple? No. Each level is sub-divided into sub-zones, all of which are played against the clock, plus the game features all manner of hidden rooms and bonuses to make life easier if you're a game wimp.

Each level also features a number of restart points and if these are punched then once you die you'll restart from that point rather than the start of the level. Another helpful aid to Zool is that whenever an enemy is destroyed a small heart appears and starts to fly skywards. If this is grabbed, Zool's health is boosted. Therefore skillful players should be able to keep their strength at a high level just by wasting a few of the enemy.

It's the same as the A500 version with an extra level added.

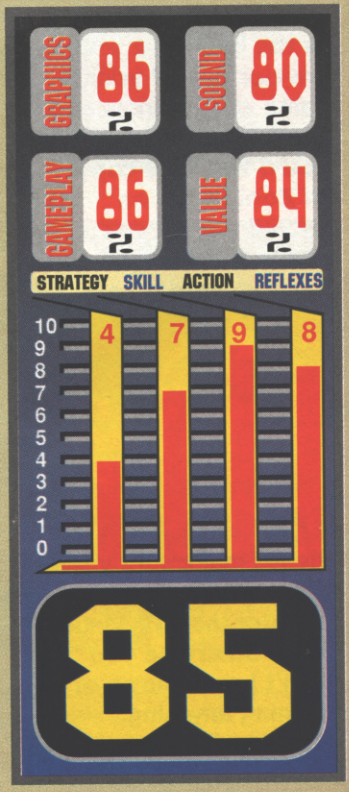
Zool's out of control spacecraft crashes on the planet...

...but Zool soon recovers and charges towards the screen.

What's new

So, what's new? Well Gremlin has included 40 minutes of CD rave music, an extra level and some rather nifty ray-traced intro screens. ●

Another of the scenes from the ray-traced intro. Yummy!



VERDICT

The main difference with Zool on CD is it's been packed full with techno music. The graphics though, are still as colourful, scrolling is smooth and sound is adequate. My main complaint is it's often difficult to see baddies or traps because there is so much colour on-screen. Gameplay scores highly however, because there are no annoying death traps; if you fall off a ledge there's ample opportunity to grab it. The extra level is a welcome boost to the game's value and overall this comes highly recommended.

RIK SKEWS

A STATE OF EMERGENCY

Puggsy may not be pretty, but when it comes to genius he's way above the rest. Unfortunately he's stranded on an alien planet and his spaceship's been stolen.

Using a unique system of Total Object Interaction (TOI), you have to guide Puggsy through some of the best puzzles and most frantic arcade action ever seen in his quest to find his spaceship. Incorporating revolutionary graphic techniques, fantastic gameplay and a complete Junior section for the younger player, Puggsy will steal your heart and tax your brain.

P.S. Leonardo da Vinci is still trying to get his latest project off the ground, so he will be unable to take part.

If Puggsy's just too smart for you, call the helpline.

92% Sega Magazine
90% Mega Drive Adv. Gaming
90% Mega Tech
91% Sega Mean Machines

YOU DON'T HAVE TO BE A GENIUS BUT IT HELPS.

AVAILABLE ON AMIGA, MEGA DRIVE AND MEGA CD.

WIN a Mega Drive and a copy of Puggsy. Plus 5 runner's up prizes of games. Just answer this question: What's the name of Leonardo da Vinci's famous portrait?

a) The Crying Boy b) Mona Lisa
c) Mary Whitehouse

Send your answer on a postcard, stating your name, address, age, type of computer and the name of this magazine. To: Puggsy is the smartest swinger in town, Psygnosis Competitions, Dept. 1770, Winterhill, Milton Keynes MK6 1HQ, UK.

HELPLINE 0891 101 275

All calls cost 36p per min. cheap rate, 48p at all other times. Please ask the bill payers permission before using the phone. For a full set of rules send SAE to Psygnosis, South Harrington Building, Sefton Street, Liverpool L3 4BQ. Entries must be received before 31st December 1993.

FROM THE UNITED STATES OF PSYGNOSIS

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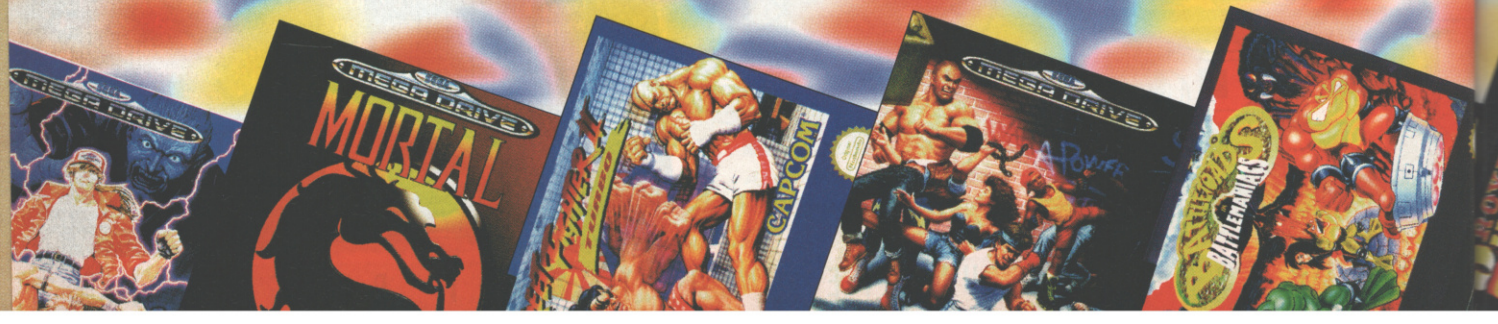

THEM...

YOU RECKON!

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other type you're fanatical about.
And talking about fanatical, we bet value for money has a special place in your pocket. With the Dixons price promise if you can buy a game cheaper elsewhere we'll refund the difference.*
With more stores, in more towns we've always got the best deals on Sega and Nintendo games.
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REVIEW

AMIGA | by GREMLIN | £25.99

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ZOOL 2

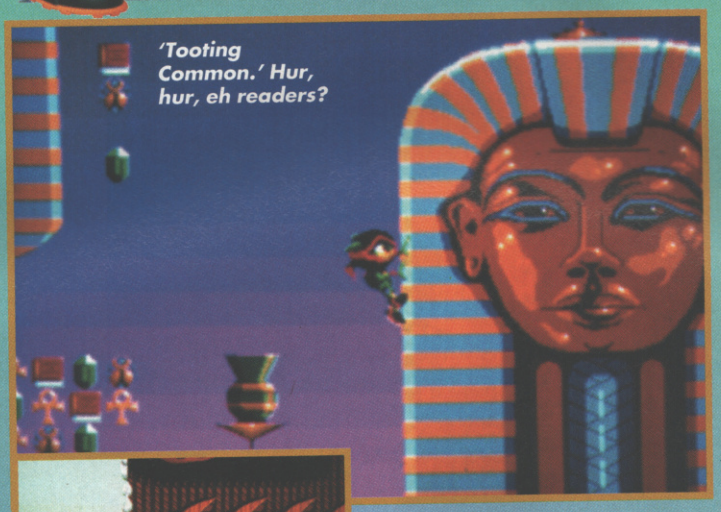
Sega has Sonic 2, Nintendo has Super Mario World and now Amiga owners have Zool 2

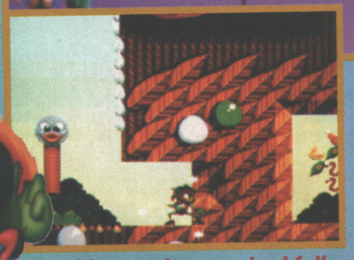
Platform characters have no luck. I mean you'd think after saving creation from various dangers they'd want to have a good sit down and to put their feet up with a nice mug of cocoa. Luckily for platform addicts though, this isn't the case, hence Zool, the sequel.

Follow the leader

Zool 2 follows on where the original left off. Once again there's six worlds to journey through, all of which are larger than those found in the first game. The levels include Swan Lake, Bulberry Hill, Tooting Common, Mount Ices and Snaking Pass.

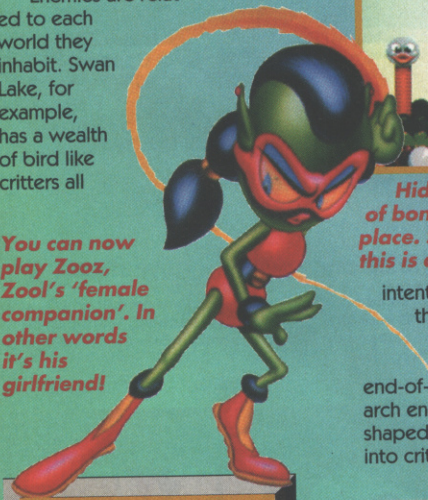
Enemies are related to each world they inhabit. Swan Lake, for example, has a wealth of bird like critters all intent on finishing you off. Unlike the first game, however, some of the enemies now require more than one hit, and the end-of-level guardian is always Zool's arch enemy Mental Block. This cube-shaped killing machine can morph into critters beaten during the level.





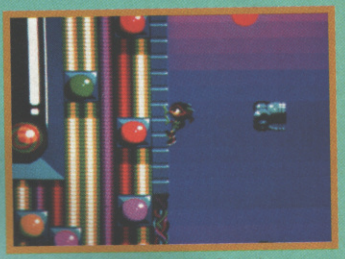
Like Zool each zone is broken up by a number of restart points. To activate these just run past them.

Hidden sections packed full of bonuses littered all over the place. Some are hard to find but this is a more obvious one.



You can now play Zooz, Zool's 'female companion'. In other words it's his girlfriend!

Pick up three of the Zoon shaped bonuses and you'll get to play a bonus level aided by Zoon.



Zool now has much better climbing abilities than he did in the first game.

Big bonanza

There's all the usual hidden zones and mega bonuses to pick up, but these are generally tucked away in difficult-to-reach areas. Bonuses can be worth up to 20 times as much as a normal collectable.

Zool also has some new abilities like expert climbing skills; plus you can also be Zooz, a female character who has the same abilities as Zool did in the first game. ●

VERDICT

Zool was one of those games that people never liked, they either loved it or hated it. Zool 2 will no doubt throw up similar contrasts. The graphics are full of detail (but slow down in places), the sound FX are great (while the tunes are poor Jarre ripoffs) and the levels are beautifully non-linear (but too sprawling). Don't think I don't like it though. There's a long lasting challenge that never seems to frustrate, and with the addition of Zooz, the game may well broaden its appeal to female gamers.

RIK SKEWS

GRAPHICS	SOUND	GAMEPLAY	VALUE
85%	84%	87%	85%

STRATEGY	SKILL	ACTION	REFLEXES
5	7	8	8

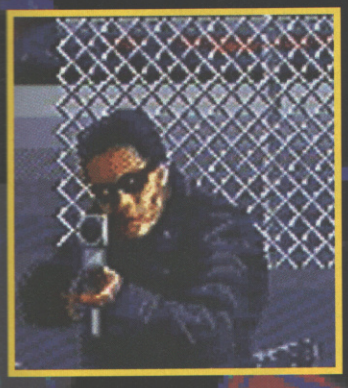
87

REVIEW

AMIGA | by VIRGIN | £29.99

Out November. Contact Virgin (081-960 2255) for information.

Grab your mouse and get ready for mass destruction, coin-op style



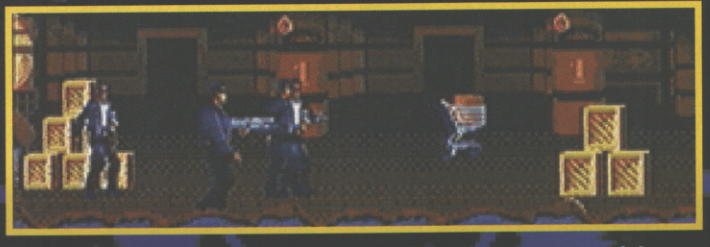
When opponents pop-up close, always aim for their heads.

T2 THE ARCADE GAME

When you first play T2 you can't help thinking that it's very similar to Activision's Predator (which is another Arnie game); in that game the levels scrolled from left to right and you controlled the cross-hair, shooting anything that entered the screen, and you do the same here.

Eye'll be black

Targets come at Arnie from all dimensions and in 3D from the distance. Occasionally, the scrolling stops and everything goes a bit mad with Terminators popping up at close range. I'm not sure why it takes longer to kill them at close-range instead of in the distance though.

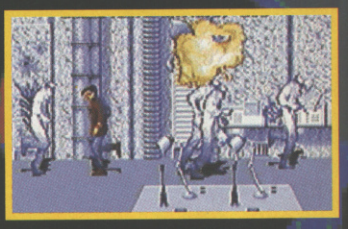


Plenty of Arnolds here! Your best bet is to find more powerful weapons located in certain boxes on the screen – but which ones!

Shoot cars quickly to stop Terminators hiding behind them.

The police have invaded and they're quick on their feet.

Just like the movie, Arnie has to destroy the pursuing helicopter.



LEFT: Don't shoot the chaps in brown. They'll help you out.

Terminated

As it takes a lot to kill a Terminator, you'll need to power-up to better weapons by shooting the occasional weapons box. You only get what you're given with these but anything is better than the standard gun which overheats too quickly if fired continuously.

T2 is a very tough game. The end guardians are extremely time consuming, requiring a ridiculous amount of hits before they die. Unfortunately, it's very difficult to know when you're getting hit yourself because there's no blood or noticeable visual indications. Still, this is the best Operation Wolf clone around.

VERDICT

T2 is the most accurate conversion possible on the Amiga. The graphics are faithful to the coin-op and the action is brutal and very fast. Impressively, there's no slow-down on screen. Some may find the action too hard, but you do have plenty of lives. If it wasn't so difficult to see yourself getting hit this shoot-'em-up would be excellent. It's a big game, and with minimum disk swopping T2 will be a hit. It's been put together by Probe who gave you Mortal Kombat, and this is another top coin-op conversion.

DENIZ AHMET

GRAPHICS	SOUND	GAMEPLAY	VALUE
89%	77%	87%	90%

STRATEGY	SKILL	ACTION	REFLEXES
3	4	9	9

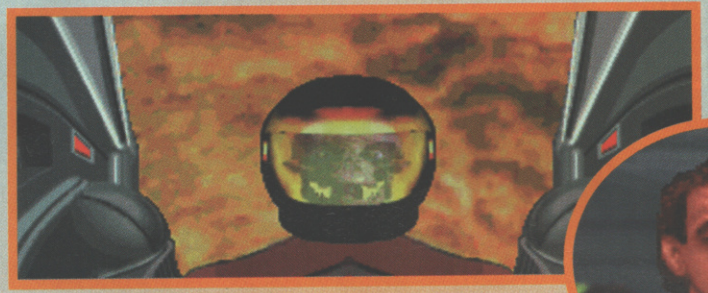
88

Out November. Contact Cyberdreams (071-328 3267) for information.

CYBERRACE

Speed, missiles, death and more speed add up to one of the most exciting racing games around

CyberRace takes place in a galaxy devastated by the Terran (that's you that is) and Kaladasian war. To prevent more death and destruction, the ruling council has decided the two sides should fight their battles out on a racing circuit, the Cyber Track.



Fast cars, guns and girls

You play Clay Shaw (good job his dad didn't call him Rick, eh?), son of Terran ace John Shaw. Clay is talented enough to follow in his father's footsteps, but when John is killed during a race by Kaladasian boss Mugyor, Clay loses his nerve. Unfortunately, the Terran Emperor is not too chuffed about this and forces Clay back into racing by kidnapping his girl, Alyssia. Not only is Clay lumbered with the daftest name this side of Mars, but he also has the whole future of the Terran Empire, not to mention Alyssia's life, resting on his young shoulders.

The aim is to win races. Each race takes place over a different track, indicated by a row of holographic pylons. The first person to complete 10 laps wins, and you're given credits according to the amount of track you cover. Credits can buy weapons and upgrades for your sled, so if you do badly you fall behind in the technology stakes. You get loads of points for winning, but if you spend the whole race hiding behind a sand dune you'll get zip.

Shoot to kill

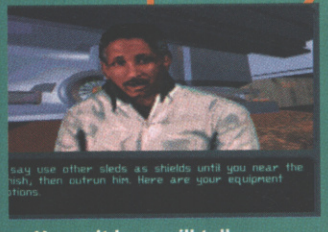
Everyone in the race is armed, and the easiest way to get past an enemy is to put a missile up his tail pipe (darned good fun, I can tell you). Sleds can take a certain amount of damage before they give up and die, but once you've ground to a halt you're a sitting duck and any additional hits you take will kill you. Horribly.

The graphics are excellent. Landscapes have been created using Vauxhall, er, I mean Voxel Spacing, a technique seen in Comanche: Maximum Overkill and Xenobots. Syd Mead, whose work has appeared in movies such as Aliens and Bladerunner, was responsible for the design, and damned nice it looks too.

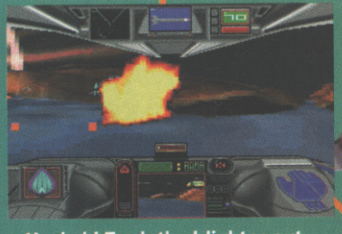
DEATHRACE 3000

In the pits. The iron-shaped thingy is your sled.

We're off! Now I can make the Kaladasian scum eat missile.



Your pit boss will tell you which weapons to buy.



Yeehah! Took the blighter out. That's half the fun, of course.

Another win to my credit. That's the way I like it.

Do well and you get to snog your girl. Yuk.

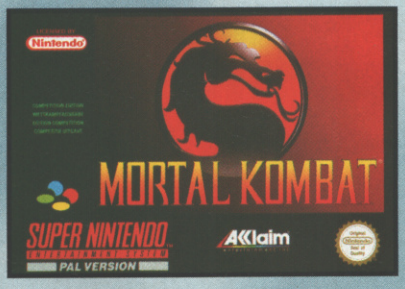
VERDICT

CyberRace is fast, furious and full of action. Zooming around at ridiculous speeds and blasting seven shades of something or other out of the opposition is great fun, but isn't it all a bit limited? Well yes, in the long run, anyway. You'll get a lot of enjoyment out of it while it lasts, but once you've finished the game I doubt you'll want to go back to it too often. It's worth shelling out for if you don't mind spending £45 on a few days' entertainment, but it doesn't score too well in the value for money department.

DENIZ AHMET

HMV

HMV PRESENTS... GAMES FOR CHRISTMAS



MORTAL KOMBAT
(PC · AMIGA · SNES
MD · MS · GG · GB)

MARIO ALL STARS
(SNES)

LETHAL ENFORCER
(SNES · MD · M-CD)

ZOMBIES
(SNES · MD)

ROBOCOP V THE TERMINATOR
(MD · MS · GG)

COOL SPOT
(SNES · MD)

MUSIC RETAILER OF THE YEAR music week

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Subject to availability

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GAMES AVAILABLE FROM SELECTED HMV STORES

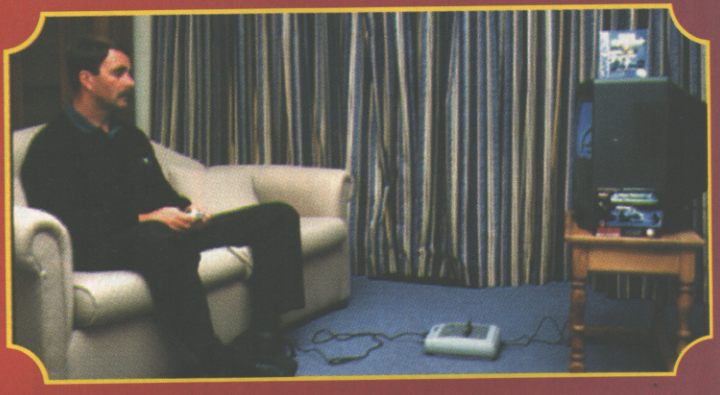
COMPETITION

Nintendo®

FOLLOW IN MANSELL'S FOOTSTEPS!

WIN A DAY OUT GO-KARTING WITH CVG AND NINTENDO!

AND WIN A SNES, PLUS A COPY OF NIGEL MANSELL WORLD CHAMPIONSHIP RACING, ALSO!



Have we got a competition for you! Because Nintendo has just released Nigel Mansell's World Championship Racing on SNES, and because our editor will do anything to get behind the steering wheel of a high-powered cartie, we've teamed up with the makers of Mario to bring you a really special prize – a trip to CVG Towers, an armful of Nintendo goodies and an afternoon spent storming round a go-kart track with CVG and our sister mag, Nintendo Magazine System!

What we'll first ask you to do is answer these five simple questions:

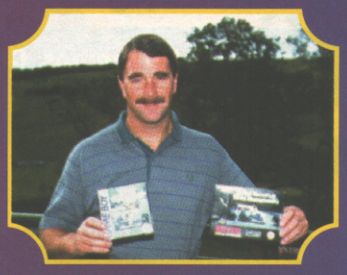
1. Name the go-karting SNES game starring Mario.

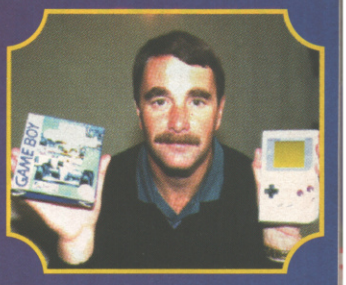
2. In which year did Nigel Mansell win the Formula One Grand Prix Championship?

3. Nige drives Indy Cars for a team part-owned by which Hollywood star?

4. Name a Formula One Grand Prix oval circuit.

5. Which Formula One team did Mansell drive for before Williams?





Make sure your entries arrive no later than 14 January 1994, because if they arrive any later, you'll not have a chance of winning what promises to be a fine comp. The sender of the first correct entry pulled out of the hat will be invited down to CVG Towers, where he or she will be shown around our games room and given the chance to play on software which mere mortals won't get their hands on for yonks – they'll

even get to play on our Super Streetfighter 2 coin-op! Following that, there'll be a games challenge on Nigel Mansell's World Championship Racing on SNES against the winner of a similar competition which is running in Nintendo Magazine System to determine which mag has the top driving champ. Once the CVG winner has taken the spoils (obviously), there'll be a spot of lunch, before trolling off to a top London go-kart track for a whole afternoon's racing malarkey against the CVG and NMS boys and girls!

Once you are all aches and pains after your driving day, the winner will be awarded a SNES and a copy of the Mansell game, we'll take some pictures which will be printed in CVG and NMS, then we'll pack you off home so you can boast to your mates what a top driver you are. You've got to be in it to win it, so get cracking!

Now, write down the answers on a postcard or the back of a sealed-down envelope, remembering to include your name and address, and send your entry to:

ME! ME! GIMMIE A GO IN A KARTIE! CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

Nintendo®

REVIEW

PC | by EUROPRESS | £34.99

Out November. Contact Europress (0625 878888) for information.

RALLY

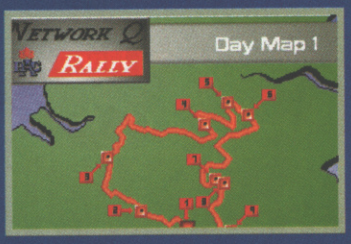
Seatbelts – check, crash helmets – check, new rally sim from Europress – check!

The best thing about rally racing on the TV is watching someone spin off the road and splat an unsuspecting onlooker, unfortunately in Europress' rally simulation on the PC you can't actually hit any of the bystanders. Apart from this omission, though, Rally is just like the real thing.

The challenge is set on the last leg of the World Championship Series, held in the UK. This covers a 350 mile course which has been digitised down to every last detail to offer the most realistic rally game ever.

Racing at night time means limited visibility. Make sure you pick good tyres for that mud.

Before each race you get to see your progress for each day of the Rally. There's a lot to do.



Make sure that you keep on the road or you'll damage your tyres and gears, or even smash the windscreen!

Top gear

Your goal is to reach each checkpoint within a set time limit, to do this you have to select one of the five performance cars available. You can't simply go flat-out all the time in Rally because you just end up driving the hell out of your car. Bad driving habits like over revving and changing gears too soon will do you no good at all, plus constant crashes with trees and scenery will chip and crack the windscreen.

Skid marks on the floor indicate that this is a difficult course. Make sure you use automatic breaks or you'll skid like crazy on the corners.

The snow has stopped, Your mirror shows no opponents so this track is going to be fast.

Topsy turvy

You can now appreciate why Rally requires so much skill. Each day brings different weather conditions which cause you havoc – I seem to spend more time driving along on the roof than anywhere else though, and chances are, you'll do better if you listen to the advice of your co-driver as he warns of the dangers ahead. Make it to a check-point in one piece and you can use any extra time to repair your car - if you can be bothered.

Coming up on a slow driver, he may try to stop you overtaking.

Crashing at speed will flip your car and waste you valuable time.

VERDICT

Rally is road-jammed with options, but it fails to deliver a convincing illusion of movement on the track. Even on a 486-33 the digitised graphics are sluggish, and that's with a small play area; you can reduce the detail setting, but then it losses its realism. The car is also unresponsive, especially on tight corners. OK, so it is a realistic rally game, but PC owners expect better, just look at Grand Prix from MicroProse and you'll see what I mean. Rally looks exciting but it plays like a drunken driver. Sorry.

DENIZ AHMET

GRAB SOME

HAWK JUNIOR (TP189) srp £10.99

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*3 fire buttons. *8 direction thumb-control pad. *For use with the Sega MegaDrive.™

LOOK OUT FOR:

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TREEHOUSE SURVIVAL

CASTLE ATTACK

SHIP WRECKED

DRAGON'S LAIR

SPOOKY! CLOUD CASTLE

He's here! **Dizzy** is in full action in a huge arcade adventure! Explore the magical kingdom of Zakeria, Palm Tree beach, medieval towns, haunted graveyards, the troll palace and many more exciting and mysterious realms! Meet the strangest people, creatures and monsters in this most excellent adventure! It's all here in the award winning adventure of a lifetime!

"It's exciting, puzzling, well presented, hopelessly addictive - sure to be a winner" 90%

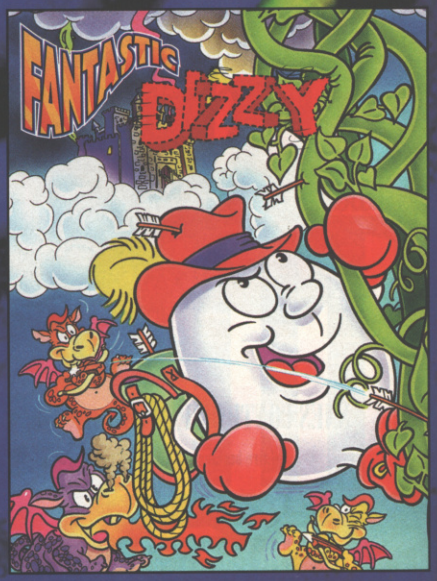
Sega Pro magazine
(MEGA DRIVE)

"A neat combination of platform fun and clever puzzles"

Sega Power magazine

GAME PLAYS IN FIVE LANGUAGES
ENGLISH · ESPAÑOL · ITALIANO · FRANÇAIS · DEUTSCH

"A superb adventure - plenty of puzzles and great satisfaction" 92% Sega Pro magazine



LICENSED BY SEGA ENTERPRISES FOR PLAY ON THE:
MEGA DRIVE. GAME GEAR SYSTEM. MASTER SYSTEM.
ALSO AVAILABLE ON: AMIGA. IBM PC. NES*.

FOR MORE INFORMATION PLEASE CONTACT:
Codemasters Software Company Limited, Stoneythorpe, Southam, Warwickshire, CV33 ODL, U.K.

Codemasters™

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*Titled "The Fantastic Adventures of Dizzy". No Italian or Spanish "in game" text.

REVIEW

MEGA DRIVE | by ACCOLADE | £44.99

Out December. Contact Accolade (081-877 0880) for information.

GODS

Gods gives you the chance to gain an -ology as this floppy mythology classic hits the Mega Drive

My God, this has taken its time to hit the Mega Drive; admittedly it has been out on import, but that version failed Sega Europe's quality control checks over a year ago, but now it's been revamped and is ready for release.

So what does it take to become a god? Well in this instance you have to have a Greek temple crammed with fiendish labyrinths, soaring towers, hidden underworlds; hoards of eerie, mystical creatures; relentless combat and plenty of cunning puzzles and traps.

To fulfil your quest you must venture through 12 levels. Early worlds are limited in complexity while further in, greater interaction is needed as certain keys will only unlock certain doors, and a series of objects need collecting and returning to specific locations.

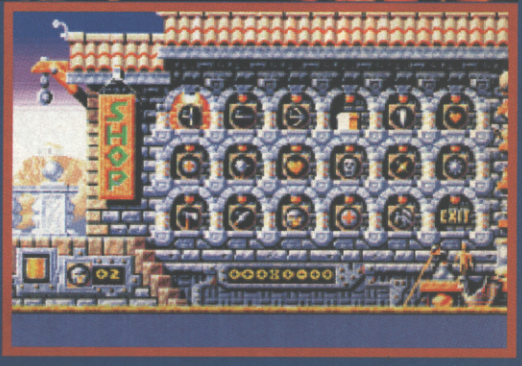
One of the four guardians you meet at the end of each city.

Tokens are dropped by slain baddies. Here you can see a selection of power-up weapons. The question mark is a clue token which scrolls a relevant message.

Immortal combat

Gameplay is of the find A and B to achieve C-type approach. Yet Gods merges this with lots of killing and destruction. Slain enemies provide the main way to power-up, since they drop money, points and weapon tokens. Gathering several of the same weapon will activate multiple fire, while other tokens will disperse this fire into an arch of carnage. You get the idea.

Quests like this sure drain resources, which is why completion of a world will summon the shopkeeper where you can power-up with weapons, lives, food and shields, but choose carefully if you want to progress with ease.

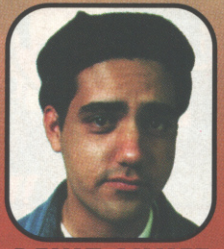


Your treasure comes in handy when you summon the shopkeeper by finding a special token.

If it's the time of day you're after, then go ask Accurist, 'cos he's not the conversationalist type.

VERDICT

Gods on the Amiga had top graphics, wicked sound and solid gameplay. Now it comes to Mega Drive and it has been enhanced with parallax scrolling and 64 colours and best of all, it's faster. It may seem out-dated, but the emphasis is on involving the player with eerie action and taxing puzzles. Your central character is impressive – he's a very big sprite – and because of the creatures' artificial intelligence, the better you play the more crafty they become. A gripping game and no mistake.

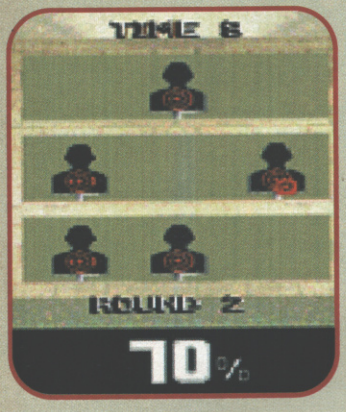


DENIZ AHMET

Out December. Contact Konami (081-429 2446) for information.

LETHAL ENFORCERS

Grab your gun and get blasting, Mega-CD style!



Are you looking for a high-octane shoot-out for your Mega-CD? Then look no further, because Konami has taken its popular Lethal Enforcers coin-op and converted it to compact disc!

Shoot to kill

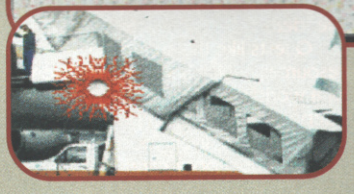
The aim is simple – shoot people. You're a Lethal Enforcer (a friend can be a Lethal Enforcer too) and it's your job to scuttle round the levels, taking out the enemies with the gun that comes with the game. You'll be taking on armed robbers at the bank; large Chinese people with guns and meat cleavers down in Chinatown; terrorists at the airport and vicious drug barons at the docks.

While all this carnage is going on though, spare a thought for the civilians who stroll by occasionally. It's in your interests not to shoot them, as this will scupper your chances of promotion. You start the game as a lowly patrolman and must rise through the ranks on each stage if you wish to progress further into the game.

At the start of each new level, you're treated to a bit of digitised animation.

Go for the bloke first, then the power-up weapon, otherwise you'll get shot and lose the gun.

Power-up guns work only until you get shot.



It's advisable to try and not get shot by terrorists, if you can help it at all.

Arsenal

This would be a difficult task – and it is anyway – if all you had to hand was your paltry police issue revolver. Luckily, new weapons appear on each stage such as rifles, gas bombs and Uzis, which you must shoot at to get the chance to use. However, if you get shot by an enemy at any time while in possession of one of the bonus firearms, you automatically revert back to your handgun.

Not all the enemies shoot at you; this little feller, for instance, is handy with a blade.

VERDICT

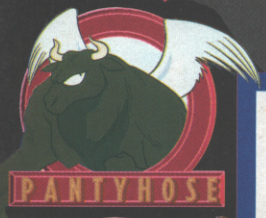
There really isn't any difference between this and Konami's cartridge conversion of Lethal Enforcers. It will appeal to fans of the coin-op as it is a very good conversion. The big problem with games of this type is their long-term addictive quality; you're inevitably going to tire of the limited gameplay and start looking for other ways to satisfy your gaming hunger. But at a tenner less than the cartridge version, Lethal Enforcers on Mega-CD is certainly worth taking a look at.

PAUL RAND

ANIMÉ ACTION

FROM THE WORLD OF

RANMA 1/2



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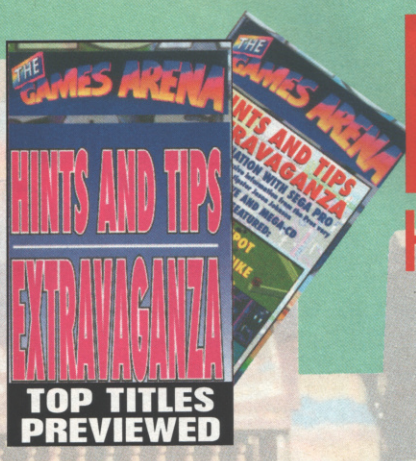

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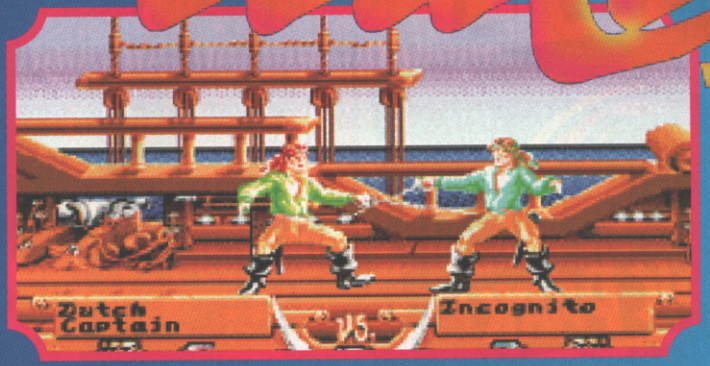
REVIEW

MEGA DRIVE ▶ by MICROPROSE ▶ £TBA

Out on import. Contact MicroProse (0454 326532) for information.

Prepare to walk the plank if you can't fathom this strategy arcade adventure on the high seas

Pirates! GOLD



Duel with the incumbent captain to force him to hand over his title to you.

It's been a long time since the original Pirates was around. It first sighted land on the Commodore 64, but it has now been dredged from the bottom of the sea and is back on the hunt for gold, revamped and packed with the usual MicroProse attention to detail.

The swashbuckling captain of a pirate ship is the role you take on, stalking the Caribbean seas with your scheming crew. Your ultimate aim is to become rich enough to retire from Jolly Rodgering, as well as find a wife and become advisor to the king. It doesn't matter how you achieve all this – but invariably it involves killing, plundering, treasure hunting and all the other things that a no-good pirate does.

Do you plunder the ship or add it to your fleet?

Take some advice from the Governor. He's on your side.

This is only the beginning of your voyage of success. Good luck, it can be treacherous.

Sir Francis

There are plenty of characters you can choose to be, from a historical legend such as Francis Drake, to a simple 17th century pirate of a nationality of your choice. You are allowed one special skill, such as wit and charm, medicine or navigation at the beginning of your epic voyage. Take my advice and stick to fencing because you always end up in a sword fight at one time or another.

It's always a good idea before you leave to visit the governor for some advice, or to pop into the tavern for gossip, information and treasure maps. You can also visit mer-

Check up on your reserves. Don't forget food runs out the quickest.

VERDICT

Put your thinking cap on, you're going to need it for this game, because there is so much to do – there are countless different options. My main criticism though, is the arcade sequences – the sword fights are a little lame; it's a shame they are not more action packed. And you've got to be in the right frame of mind to play this because unless you're a strategy fan it's quite heavy going. Having said that if you are a fan then you could be burning the midnight oil for some time trying to complete Pirates!

AMANDA TIPPING

chants to trade food, sugar, goods, ships and cannons.

At sea keep an eye on the sails because the wind can change and you can get lost at sea. Follow the map to check in at ports.

Ahoy there me hearties

Strategy is the name of this game, and there is plenty of scope in the adventures. Not only do you choose your type of ship and sword, but you also have the task of deciding whether to go to battle with other ships or to sail past; whether to attack a port or wander in as a tourist; plunder ships or add them to your fleet. And on top of all that you have to find a wife. Phew! It's a tough life on the ocean waves.

VERDICT

Pirates is one of those games which tries to blend strategy with arcade action. Unfortunately, it fails to satisfy either. There are many elements to the game which do provide a challenge if logically followed, but that often takes too much time. The main problem is that the sword fighting scenes are dull, unresponsive and unimaginative. I'm not the greatest strategy fan, so from that point of view I find it very difficult to get in to. It certainly isn't the type of game you can pick up and play instantly for hours.

DENIZ AHMET

The enemy is spotted. The question is do you attack?

Set sail on your epic voyage. Keep an eye on the sail icon at the bottom of the screen because the wind can change direction at any time.

You decide to go to battle. Position your ship sideways so the cannons can fire accurately at the target. It takes a while for them to reload though.

Sadly you become shipwrecked in battle.

WIN SOME TREASURE!

Well not exactly treasure, but we do have 20 magnificent Pirate! Gold T-shirts to give away to 20 would-be buccaneers. All you have to do is answer this simple question:

Which famous pirate did Robert Louis Stevenson create?

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MEGA DRIVE

PROS: Plenty of attention to detail.

CONS: Arcade action sequences are a bit lacking.

GRAPHICS	Nothing special really, but nice costumes.	68%
SOUND	Captain Pugwash eat your heart out. Some great ditties here.	79%
GAMEPLAY	Lots of variety and you choose your own adventure. Very interesting	79%
VALUE	There's a lot of scope in this game and it'll keep you busy for ages.	75%

74

SEAL TEAM

Out now. Contact Electronic Arts (0753 549442) for information.

Action, adventure and big guns all feature in this Vietnam combat sim

Vector graphics usually mean just one thing – it's a sim.

Surrendering is the better part of valour in my book.

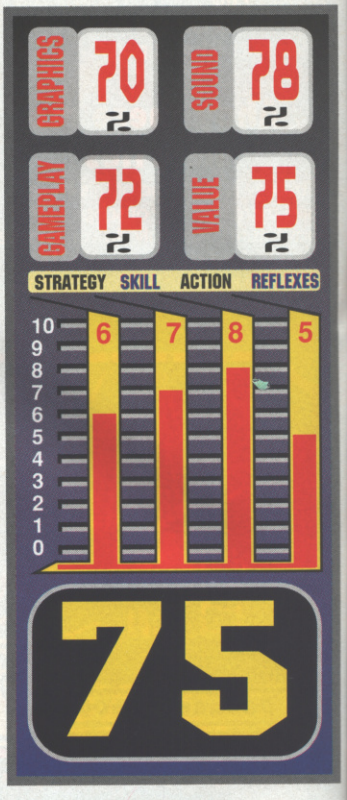
Team talk – "How about we go AWOL and go get a bag a chips?"

Seal Team is a combat sim which dumps you and your fellow Navy Seals in the thick of the action during the Vietnam war. It's based on a flight sim engine of all things, so you get a first-person view of the battlefield. The idea is to complete a series of missions, using your brains and your weapons to get you through in one piece.

Body bag

It's great fun to go in with all guns blazing, but many of the missions depend on you staying undetected. However, it's here that the game runs into problems. Say you have to go in and catch a prisoner. Does it matter if you bring him home in a body bag? Apparently not. Just go in, napalm a whole village, kill your target and you'll still get a pat on the back and a medal or two for your efforts.

There are a few other inconsistencies too. Being able to walk through walls is one, and have you ever seen a boat floating across grass and still leaving a wake? Beyond that, it has plenty going for it. Graphics are adequate, if a bit basic, but with 80 missions to complete there's plenty of action and it's all backed up with great music and sound effects. On the whole, it's a promising start, so let's hope Electronic Arts produces a sequel which does away with all those niggly little problems.



PC ▸ by ELECTRONIC ARTS ▸ £44.99

SLEEPWALKER

Out now. Contact Ocean (061-834 0650) for information.

Wake up Ralph! Your weary master is up to his old sleepwalking tricks again

A scene from the short but sweet animated intro.

The map screen shows the whole level and Ralph's and Lee's positions in relation to each other.

Keep Lee away from water at all costs because it rapidly depletes his energy.

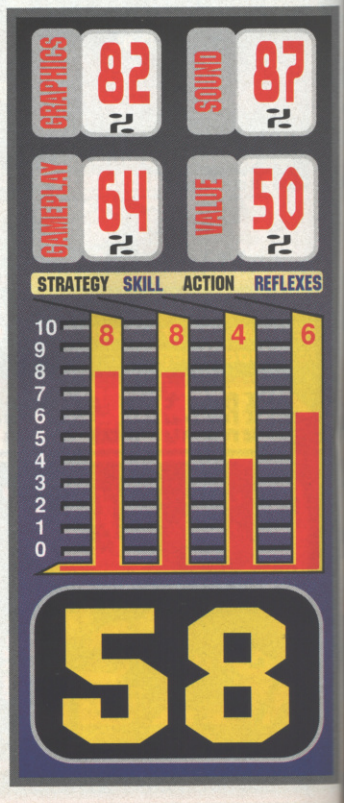
The city is a dangerous place at night so it's up to you as Ralph the Mutt to guide his sleepwalking owner Lee through six levels of platform hazards dotted around the cityscape - these include radioactive waste, jungle animals and cars.

Ralph can survive any danger but Lee has a sleep meter and he will awake if this reaches zero, and subsequently suffer a life threatening shock. There are a number of icons which give Ralph or Lee a special ability: these include novelty ear muffs, which put Lee into a deeper sleep and a custard pie, which builds a bridge over water.

Mr Sandman

Balloons can be collected to spell 'bonus', and these, permit access to the bonus level. Ralph gets to run around the completed level (without Lee) collecting red balloons. Every 20 that are collected generate an extra life. Extra icons collected in the right order spell out hazards that Ralph would like Lee to get involved with if he were not such a nice dog.

Graphics and sound are OK and there would be an excellent platform puzzler here were the game not so frustrating. Control over Ralph is superb, but moving Lee about as well requires ridiculously precise control, so unless you're dedicated to this type of puzzler avoid, because it's mega tough.



CD32 ▸ by OCEAN ▸ £29.99

REVIEW

MEGA DRIVE | by ELECTRONIC ARTS | £44.99

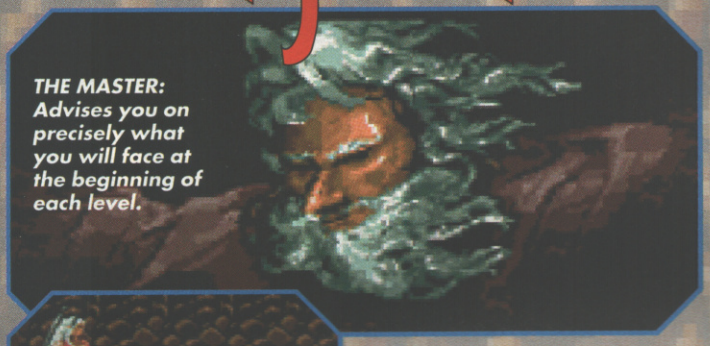
Out December. Contact Electronic Arts (0753 549442) for information.

blades of Vengeance

Gentlemen, choose a sharp, old fashioned, pointy implement and let the bludgeoning begin

There's nothing I like better than starting the day in medieval costume, hacking and slashing my way through the office with a hefty sword. Which is just as well because just in from EA is the latest hack-'n'-slash beat-'em-up, Blades of Vengeance where you do just that.

You can choose to be one of three characters: the Huntress, the Barbarian or the Wizard, each has his or her own special powers and moves to overcome the evil spirits which they must battle with.



THE MASTER: Advises you on precisely what you will face at the beginning of each level.

A swipe of the sword should deal with these bleeders.

ies, including invisibility, healing, force field and strength potions. And don't forget to pick up the extras, such as hearts of life, Midas rings, armours and keys, which are left behind when you kill the monsters.

CHARACTERS

THE HUNTRESS: Her special attack is an extra powerful cross-bow missile.

THE BARBARIAN: He can whirl his mace in front of enemies to destroy them.

THE WIZARD: He has an enhanced blast of magical energy.

It's behind you! These fiery enemies are hot on your trail.

It's a kind of magic

There are eight levels which hold vital magical items to help you regain control of the Kingdom from the Dark Lady. Plus you can pick up pieces of silver to buy spells and other good-

Evil combat

To aid you in your combat against evil, the Master guides you a little, by offering helpful hints about what you will face at the beginning of each level. The problem is though, that you can't move on to the next level until you kill the Bosses at the end of each level and these monsters don't like to be messed with.

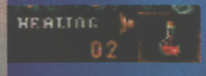
Remember to duck, otherwise it's cremation time for you.

Strike the treasure chest twice to reveal vital potions.

THINGS TO PICK UP

SILVER: Is the coin of the realm and you need it to buy magical items.

FORCE FIELD POTION: Drinking this creates a force field around you which monsters cannot penetrate.



HEALING POTION: Drinking this red elixir restores a portion of lost health.

INVISIBILITY POTION: Swallowing this makes you invisible to monsters.

BLAST WAND: This will kill more than one monster with one shot.

VERDICT

Although there is nothing original about this EA platformer, it does have superb graphics, plenty of action, loads of collectables, eight magical levels and tons of sub levels – which all helps to create a decent fantasy adventure beat-'em-up. A bolder soundtrack would be more inviting and the scenery doesn't vary much, but then again this doesn't hold the gameplay back, and when you die you actually pick up from where you left off. Probably best enjoyed in two-player mode.

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REVIEW

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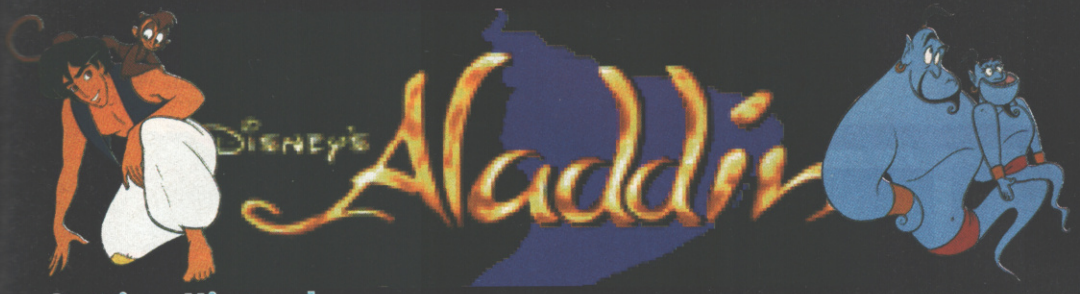


Getting Nintendo and Disney to work on a game like Aladdin can only mean one thing: quality

Aladdin's adventure is not the easiest of challenges. Like the film, Aladdin is tricked by the evil Jafar into retrieving the magic lamp from the Cave of Wonders. That task alone takes you up to level three in the game, and by level four Aladdin finds himself inside the Genie's lamp. There after, the action leads via the pyramids to Jafar's palace for Aladdin to save his girlie.

This is a bonus stage. The object is to collect as many gems as possible. Fly in all directions as the screen can scroll down to street level.

The wheel of fortune. Let's just hope that it stops on something useful.

Having collected the rug, Aladdin can use it to slow down his decent towards awkward platforms.

Tarzan

So what's it really like? Well, Aladdin is a platformer which benefits from a Prince of Persia type interface, yet avoids the heavy puzzle approach with plenty of bashing action. That's nothing special, but Aladdin interacts with items of scenery in an imaginative manner. Rather than bouncing a guard off the screen for example, he can lure opponents towards a post and swing off these Tarzan-style, kicking them away in the process.

Beauty or beast?

Bouncing baddies off the screen is the only way to kill guards in the game, so Aladdin has no sword (boo!). In fact, Aladdin does everything by jumping on to it, be it opening treasure chests, emptying jars for food, or killing end of world guardians. Aladdin is just a very nice game and you'll know that the instant you play it.

There's a lot of jumping to do, but if you think you're going to miss a platform push up to make Aladdin grab the nearest object.

It's risky to go in for the kill with all those blades around, so throw an apple and that'll stun him ready for an attack.

JEAN JEANIE

Magical items for Aladdin to put in his baggy trousers...

Collect this to receive an extra continue.

Aladdin's only weapon is throwing these to stun baddies.

This will restore one health point for Aladdin.

Jump on these to discover something very important.

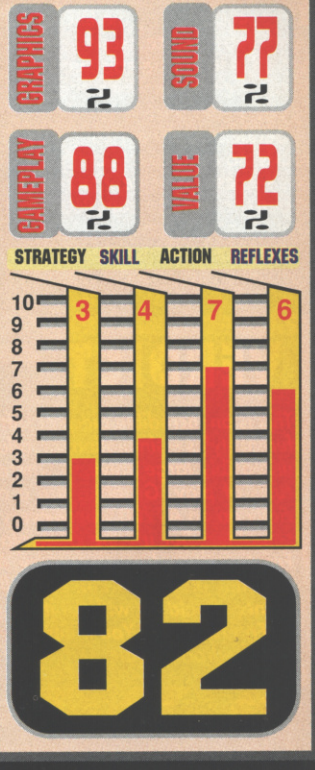
Jump on these to empty their contents.

This adds an extra health unit to Aladdin's status.

This will restore Aladdin's health.

Collect 100 of these to gain an extra continue.

Find this and Aladdin will use it as a parachute when falling.



VERDICT

Like the movie, Aladdin has had a lot of care and attention devoted to its graphics, delivering a stunning display of animation. It has the perfect balance of platform and bash-'em action and is full of typical Disney imagination. It's different to the Mega Drive version in layout, and harder, but it's still a bit easy. Even so, it may well be no more than a few days gameplay given the passwords, but this is still a very good game in every sense and the strongest movie tie-in for a long while.

DENIZ AHMET

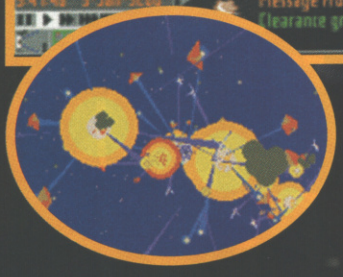
REVIEW

AMIGA | by KONAMI/GAMETEK | £34.99

Out now. Contact GameTek (0753 553455) for information.

After five years, the sequel to Elite hits the streets and the Amiga. Has it achieved its mission?

FRONTIER ELITE 2



It's much easier to dock with space stations this time around.

It's hard to believe one of the most influential games ever was brought to life on the BBC Micro. David Braben's Elite caused a storm in 1984, and in time appeared on almost every system – it's even coming out on the SNES in 1994!

Sequels usually appear pretty quickly, so as to cash in on the original's success. Not Elite 2, it's taken Braben five years to complete – but what a job he's done!

The plot is inconsequential: your grandfather, Commander Jameson (the character in Elite) has died, leaving you a ship and 100 credits. And that's it. No emeralds to collect, no big bosses to crush, just jump in the cockpit of your fighter and set off to do whatever you want. You could become a trader (it's the safest way to earn money initially); or you could become an intergalactic taxi driver; do work for the military; or lead a life of crime as a space pirate, bounty hunter or assassin. It's up to you.

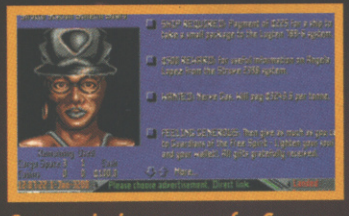
Your new ship sir

In the original you could only fly one spaceship, the Cobra Mk III. In Frontier, you can fly 29 types of craft – if you can afford to buy them. Most shipyards have a variety of ships on sale, and you can trade in your old crate for a new one (plus some cash). However, make sure you don't overstretch your budget, when you buy a new craft, it comes with only a hyperdrive – you have to purchase extras at the upgrade shop.

The Frontier universe is larger than the original's. Braben has included over 100,000,000,000 planets, many of which you can land on – something you couldn't do in the original. Not only that, he's taken out the pain of docking; if you begin at the recommended starting point, your ship comes with autopilot, allowing you to sit back and watch while the on-board computer slides you into space stations and down to planets.

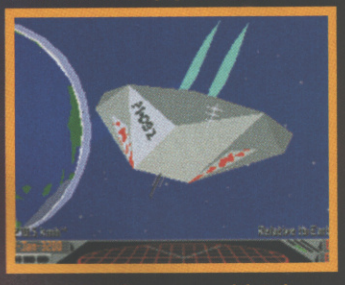
Dodgyville

Whereas there were only six missions in Elite, Frontier has over 80. You can try your hand at legal stuff, like ferrying passengers or packages around, or dabble in the seamier side, by dealing in illegal goods like slaves, drugs and nerve gas and even – when your kill rating is high enough – carrying out assassinations for heaps of dough.



Some missions are safe. Some most definitely aren't.

Fly down to the planet surface to trade or simply to look!



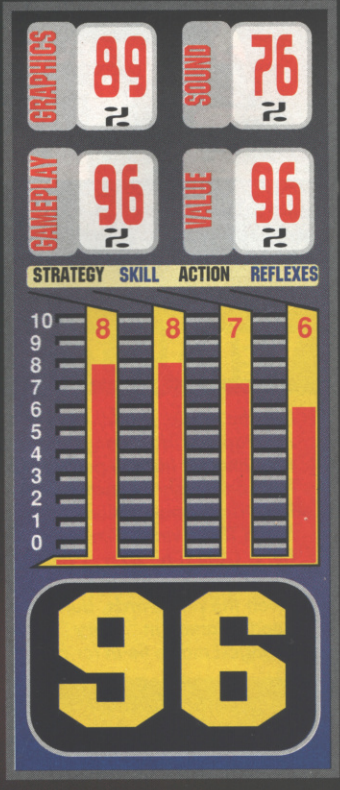
Here it is! The trusty old Cobra Mk III from the original Elite.

To show how things have progressed, here's a pic of Elite 1.

VERDICT

This is an incredible piece of software which combines a variety of different styles – simulation, arcade and strategy – and places them in an unfeasibly large universe where there are no rules of play. Graphics are a dream, especially on an A1200 where everything is a lot smoother. But it's the gameplay that gives Frontier the edge over every Amiga game currently on the market. Basically, no Amiga owner should be without it, so grab a copy of Frontier now. You'll never want to leave your bedroom again.

PAUL RAND



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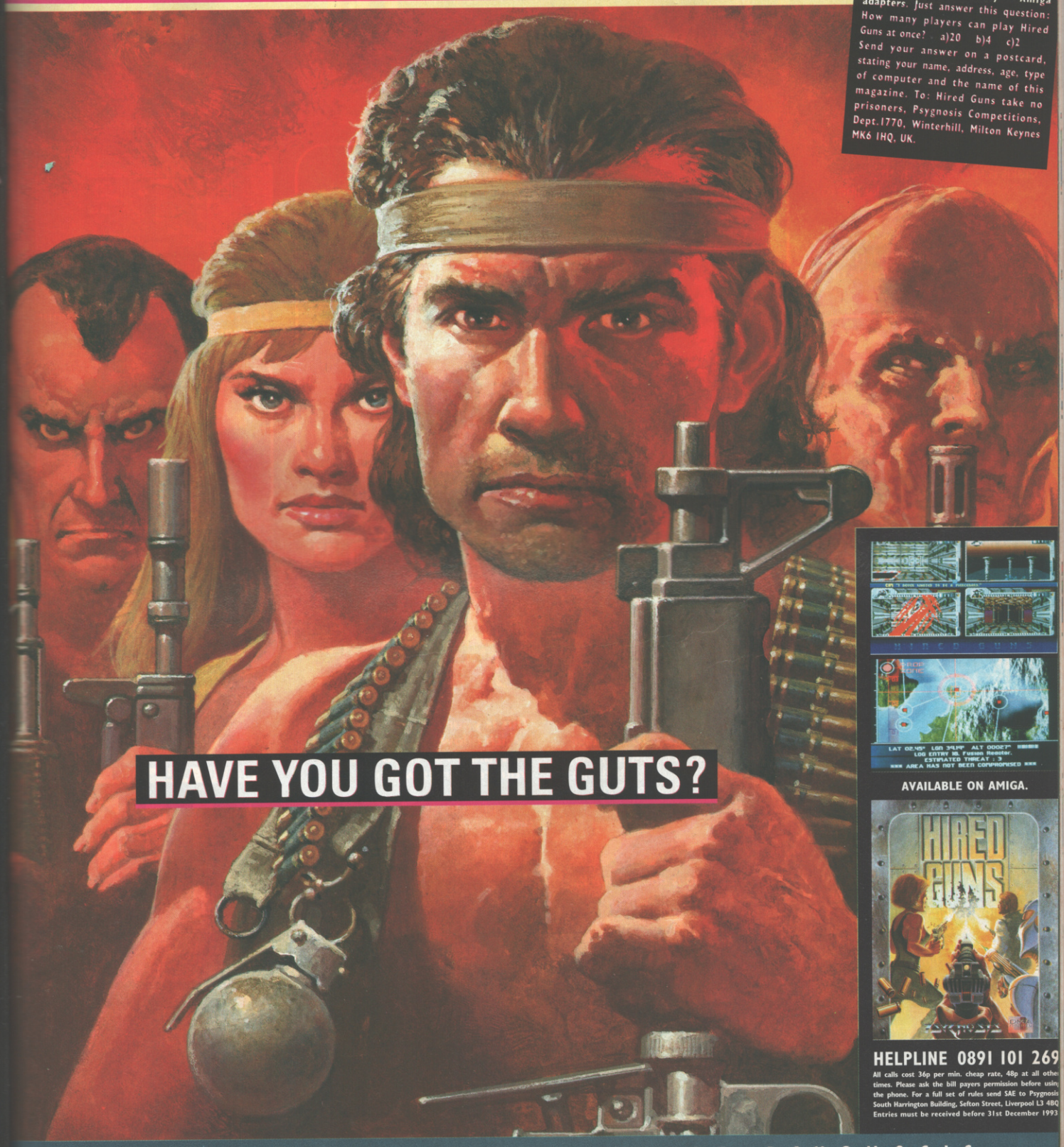

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REVIEW

MEGA-CD | by VIRGIN | £44.99

Out February. Contact Virgin (081-960 2255) for information.

Sand castles are the least of your worries in the sequel to Dune

DUNE
The Battle for Arrakis

Complex is a severe understatement to describe this game. And considering it's based on the original books by Frank Herbert and then made into a film by the weird David 'Twin Peaks' Lynch, it's no wonder that Dune II - Battle for Arrakis is strange to say the least.

The plot follows a similar line to the first Dune, with the threat of the evil Emperor looming over your head, only this time he's laid down a challenge with the three ruling houses to see which one is capable of dominating Arrakis..

Your mentat, Cyril, with the House of Atreides.

The refinery – this is where your adventure begins.

One of the three mentats, Ammon, with the House of Ordos.

Your mentat, Radnor, with the House of Harkonnen.

Choose which house you want to belong to.

The family

You choose to be head of one of three families with their strange names and ways. Atreides are the kind and loyal family unlike Harkonnen who are ruthless and fanatical with power. In between the two extremes are Ordos, a wealthy lot who resort to sabotage and terrorism to get what they want.

It's very combat orientated with the Fremen, the natives on Dunes, now split in to guerrilla groups, who strike without warning. You also have to contend with Ordos mega Troopers with Invisicloaks, who are intent on destroying your plan for dominance.

This is your control manual which allows you to pick up vital aids. You can also check your resources with it.

Old spice

If you manage to be successful in overcoming all this then you will gain control of the production of the Spice – this is the most valuable substance on the planet. The core of Dune II's strategy element concerns the manufacture and smooth management of the Spice refinement plants, army-training barracks and rocket turracks. ●

VERDICT

Some sequels are a little patchy, so I was a bit dubious about Dune 2. However my fears were unfounded as I discovered just how gripping this game really is. It's very easy to become engrossed in your strategic mission and there is a massive game here. The graphics hold your interest in the game, although the sound is a little numb, but there is some speech. Despite this minor setback remember to keep that brain power pumping because you are going to need it when you sit down to fathom this one out.

AMANDA TIPPING

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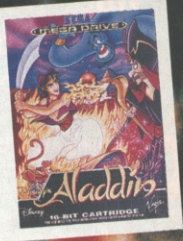

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REVIEW

SNES ▶ by SONY ▶ £TBA

Out November. Contact Sony (071-734 5151) for information.

FLASHBACK

No it's not a new kitchen detergent, but can it wipe the floor clean of lesser platform games?

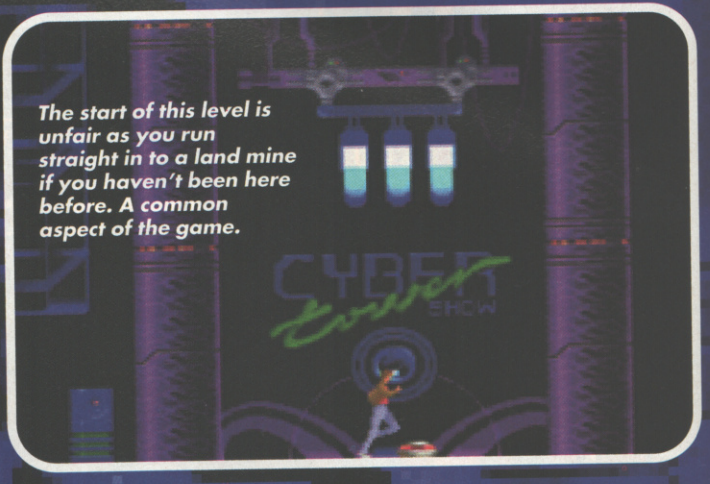
Flashback is full of cinematic animation sequences which depict key points in the game.

One thing more boring than a politician is a cloned politician. We probably wouldn't notice, but Conrad Hart has discovered duplicated political figures cloned by a bunch of aliens. Sadly, Conrad isn't the only one making discoveries, so as a penalty for his knowledge the aliens have formatted his memory.

The game begins with Conrad's animated escape and his sudden realisation that he's no longer on Earth. Complete the game's challenges to restore his memory and make it home.

Flash Gordon

There's only one route through all six Flashback levels. Conrad is able to interact with his surroundings comprehensively, which is unusual for a platformer. Stumbling across objects and people will shift an icon to explain what form of interaction is achievable. The list consists of adventure type commands like take, look, talk, activate and use. The latter permits Conrad to select an object from his inventory at any time, and it's good practice to examine his inventory at the start of each level as new objects will be automatically added to assist you.



The start of this level is unfair as you run straight in to a land mine if you haven't been here before. A common aspect of the game.

Don't jump down and shoot this guard as you'll get hit. Sling a stone to distract his attention and nail him in the back.

WELCOME TO THE JUNGLE

Conrad starts his quest in the artificial jungle. Here you can get a feel of the structure of platforms which need to be negotiated. Flashback is a flip screen game so there's always a danger element.

VERDICT

Flashback must be one of the best multi-format games around. The SNES graphics are better defined than those on the Mega Drive though, and it has close-up animations that the Sega version dropped. In many ways Flashback is a futuristic Prince of Persia, but better. The puzzles are involving, but they are not for the impatient as there's a lot of wandering about. That said, our shots can't show you Flashback's best feature – its 'human' character animation, which makes the game a universal delight.

DENIZ AHMET

VERDICT

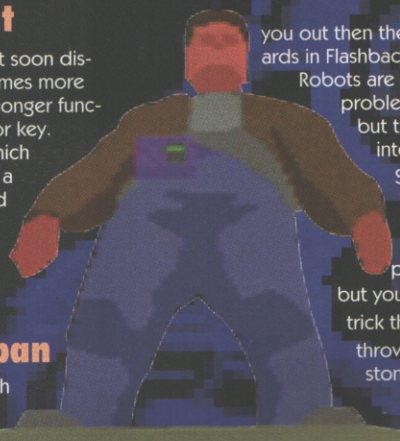
I am one of the few people who think that Flashback is overrated. But hey, the game is a welcome change for many console platform fans since it requires lots of thought to solve some mindbending puzzles. The graphics too are great especially Conrad's animation, and the sound is passable also. However, it's Conrad's control which lets the game down. It can be very frustrating to manoeuvre him and this affects playability somewhat lowering the game's pedigree from classic to very good.

RIK SKEWS

Conrad can summon his inventory at any point. Here he places his shield in the generator for recharging. This is something you do quite often.

Flash git

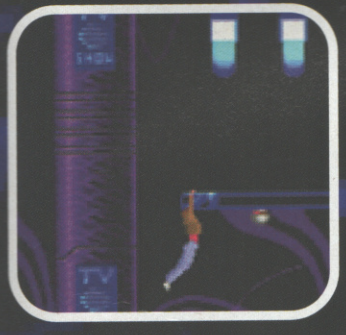
Initially tasks are easy but soon dispersion of objects becomes more frequent, and doors no longer function without an ID card or key. Add to this platforms which are inaccessible without a teleporter, plus the need to find generators for recharging shields and a depth of challenge begins to emerge.



Flash in the pan

If the puzzles don't catch you out then the hazards in Flashback will. Robots are not too problematic, but they gain intelligence the deeper you progress, but you can trick them by throwing stones to lure them away for a shot in their back! Ultimately, your survival comes with scenery familiarisation. Those big falls will kill you, and then there's the electrified ground, disintegrators and land mines. Towards the end it gets rather nasty with jet-packed cops, cameras and pressure pads which set off an alarm at the most awkward moments. The best idea is to just take it easy and think before you blink is my rule. ●

The terrain in Flashback is designed to be very demanding on Conrad's acrobatic skill. Here he goes for a jump, but will he make it?



Conrad runs from the most deadly baddy in the game. You have to kill him loads of times before he stops regenerating.

SNES

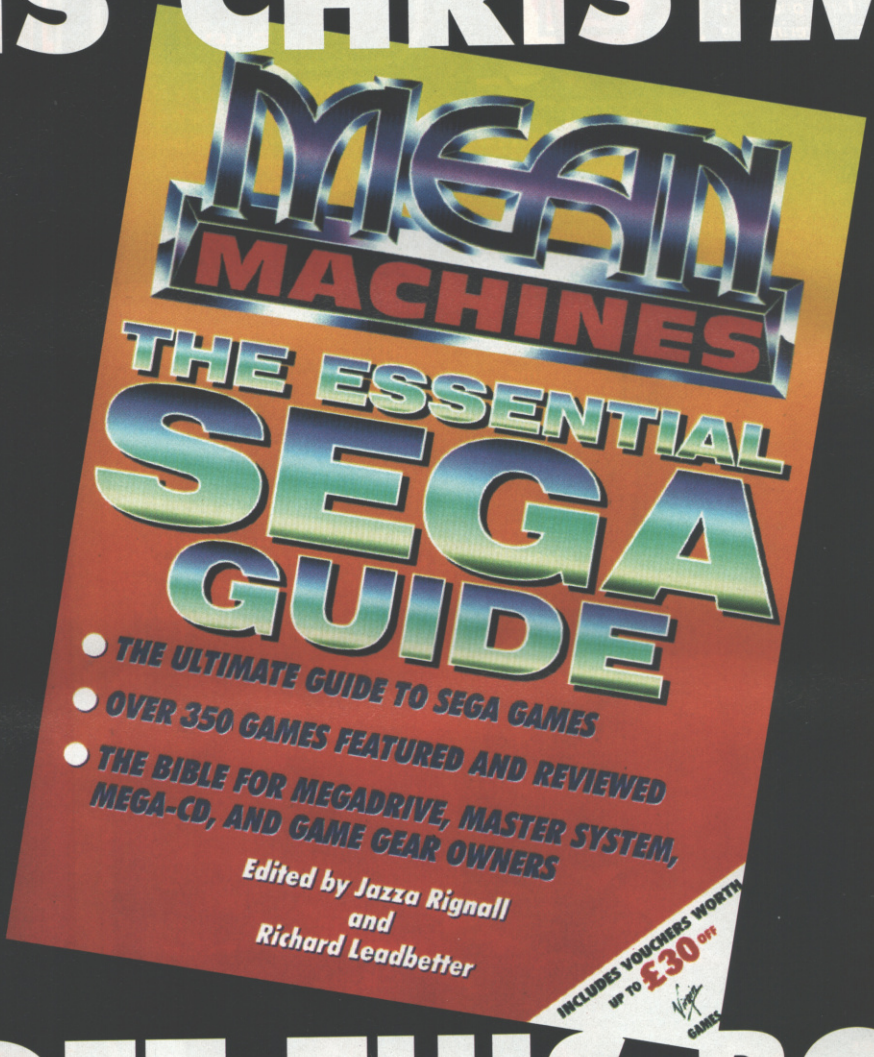
PROS: Superb animation; the best 'human' animation there is.
CONS: Too much wandering and exploration on each level.

GRAPHICS	Amazing central character animation and very atmospheric scenery.	92%
SOUND	There isn't much to be honest, but you do get tense tunes when danger is around.	75%
GAMEPLAY	There's a lot of puzzles to contend with, but plenty of addictive action too.	89%
VALUE	It's actually a big game with a strong challenge for all ages. Lots of lastability.	88%

MISS OR **HIT!**

89

JUST SAY "NO" TO SLIPPERS THIS CHRISTMAS



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REVIEW

MEGA DRIVE | by SEGA | £49.99

Out now. Contact Sega (071-373 3000) for information.

Is it a bird? Is it a plane? No, it's two crazy aliens from the planet Funkatron

Toejam and Earl in Panic on Funkatron

You've found the 'funk' in the sea which gives you extra energy.

Find the presents hidden in the sea to pick up extra points. This gives you more time underwater to avoid being drowned.

Wooooaahh! Forget about going to Mars (just in case it had crossed your mind), as the really groovy place to be is Funkatron, so get your butt over there! Why? Because it's such a whacky planet: cakes float around the atmosphere, presents galore pop up all over the gaff.

The trouble is that other earthlings have had the same idea and a horde of them have jumped on the spacecraft belonging to Toejam and Earl en route back to Funkatron. The invasion of the humans has put the planet into a state of emergency because the earthlings are running riot, scaring the residents and generally causing a nuisance (no change there then).

Ram

Anyway, Toejam and Earl take it upon themselves to catch all the earthlings on the rampage and send them home on the spacecraft.

You take on the role of the two nutty characters, starting off in the delightful Funny Forest. As well as doing the usual platform things like running and jumping you can also absorb through walls and splat anyone who gets in your way. This is a very cute game, and there's plenty of humour packed into the character sprites; Toejam and Earl's expressions are hilarious.

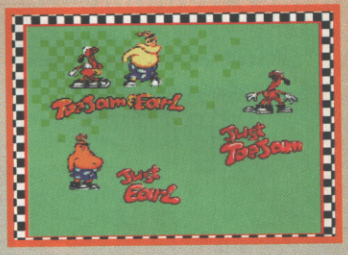
All you've got to do is ask

One good thing about the game is that, should you need a helping hand, there are various tips given to you throughout your mission, such as if you press the parking meters you discover hidden platforms, press the poles and you receive vital advice to help you on your way. ●

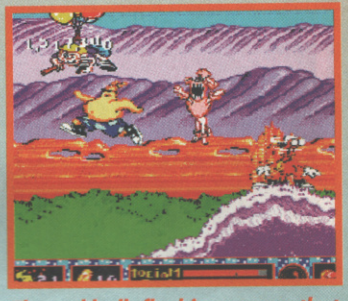
Uh oh, there's an earthling. Grab him while you can.

This looks like fun but you're going the wrong way.

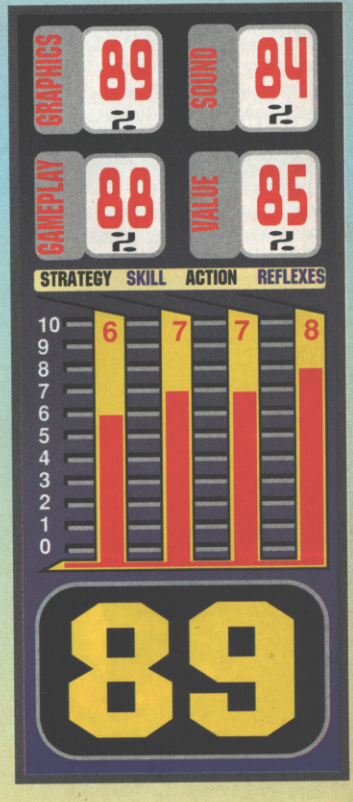
Check out this purple planet.



Meet the funky characters.



The red bulb flashing means that those earthlings are close by.



VERDICT

This idea works extremely well, and Sega deserves a pat on the back for this fun-packed game. The graphics will dazzle you and there's so much going on it's hard to keep your attention on the main character. The wacky music compliments the game and I just love it when Toejam and Earl score points. The controls take some getting used to because there are so many different actions, but once you've got to grips with it you'll be wishing there was a shuttle to Funkatron right away!

AMANDA TIPPING

REVIEW

SNES | by KONAMI | £TBA

Out January. Contact Konami (081-429 2446) for information

Just when everyone thought the Turtles were down the dumper along comes Konami to inject a new lease of life

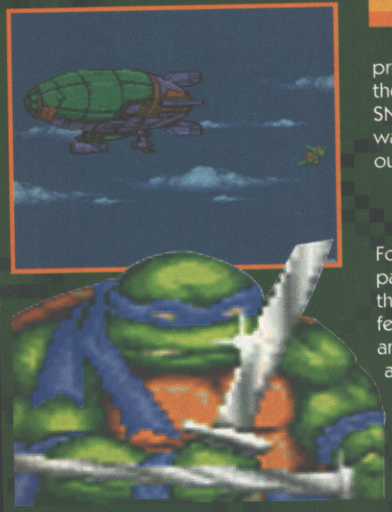
TURTLES TOURNAMENT FIGHTER

The Turtles cartoon is great Saturday morning entertainment, and the arcade game and home computer conversions were OK too. These were (if you can remember) of the walk along and beat-'em-up type of game, involving the turtles wandering through various scenes defeating characters from the cartoon as they tried to rescue April and Splinter.

Streetturtle 2

In Turtles Tournament fighters you once again have to rescue April and Splinter, but this is essentially a one or two-player beat-'em-up in the classic Streetfighter 2 mould. CVG reviewed the Mega Drive version back in November and gave it a pretty favourable review, scoring the game 81%. So how does the SNES version compare? If you can't wait for our pearls of wisdom check out the verdict columns now.

From the airship the Turtles can discover where the next baddie's lair is and then leap out when directly over it.

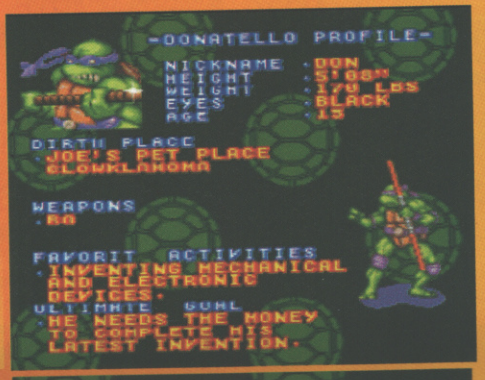


Jackanory

For those of you who are more patient here's a quick gander at what the game's about. There are two different game options: Tournament and The Story. The former pits you against all the other characters in a prize money slugfest where you can choose any character, turtle or not. After winning four matches you can enter the bonus screen to

CHARACTER PROFILES

DONATELLO



LEONARDO

RAPHAEL

MICHAELANGELO

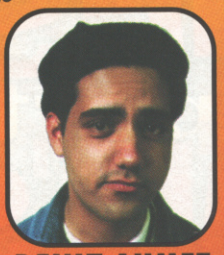
VERDICT

Blimey, it's not at all like Streetfighter 2! Still ,unless you're Capcom's lawyer then there's little to complain about. Graphics, sound and playability are great. The two-player game's good fun and the one player game is fine, but a little difficult. All the characters have their own strengths and weaknesses and some brilliant special moves. I'd recommend this game without hesitation if it wasn't for SF2, but unfortunately, with Turbo doing the rounds, it's hard to justify buying Turtles Tournament.

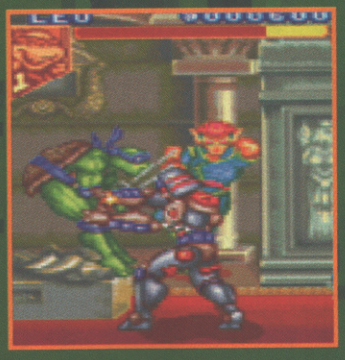
RIK SKEWS

VERDICT

The balance of abilities among the 10 character line-up in this new beat-'em-up is subtle, so it isn't a case of one 'best' character here. There's some spectacular special moves and funny character animations. In fact, this game comes very close to challenging Streetfighter in playability. It manages to offer that 'satisfaction' ingredient which games like this thrive on. Unfortunately, you are unable to change your opponents' skill level, which could affect the lastability factor considerably.



DENIZ AHMET



Leonardo's lost this round but he's still in with a chance because there are two more rounds to go.

do as much damage as possible to a vault for massive bonus points.

The Story option though lets you pick a Turtle as your champion. Numerous baddies have to be beaten to rescue April first and then release Splinter. Eventually you'll reach the end of game challenge where you have to battle the mysterious Karai.

The backgrounds are detailed, varied and often appropriate to the character you're fighting.

A cast of thousands (well 10)

Little is known about Karai, but the other baddies are a mean, varied and strange looking bunch. Armaggon is a fish-human hybrid from the Earth of the future, Wingnut is robotic and he hovers around a bit like a bat, Chrome Dome is an evil robot created in Shredder's metal shop, Aska is a foxtress Ninja from Kyoto, Japan, while War is from the underworld and is equipped with razor sharp talons which can be lethal. Cyber Shredder is probably best known as the infamous enemy of the Turtles. Like Aska he's from Kyoto in Japan and goes into battle with his battle armour.

Each character (including the Turtles) also has a special death move all of their own just like in that other beat-'em-up classic Mortal Kombat, although the death moves on offer in Turtles Tournament are a lot more exciting.

At certain points in the game you have to fight the evil side of your personality. Watch out, this guy knows your strengths and weaknesses and will exploit them.

Donatello beats Chrome Dome. The purple Turtle is the best to start with because his staff allows you to get in some long range hits without being hit yourself.

SNES

PROS: It's just like Streetfighter 2.

CONS: So why not buy that instead.

GRAPHICS	It's basically Streetfighter 2 but with Turtle graphics.	80%
SOUND	There's some realistic FX and driving music.	80%
GAMEPLAY	Two-player mode is great. One-player mode is a little difficult.	85%
VALUE	Lots of options and you'll play it for ages but not for as long as Streetfighter 2.	81%

MISS OK **HIT!**

85

REVIEW

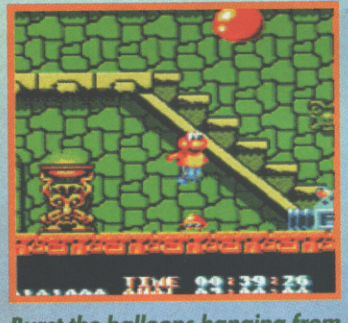
SNES | by STORM | £44.99

Out: January. Contact Sales Curve (071-585 3308) for information.

JAMES POND'S crazy sports

The name is Pond... James Pond, and he's enjoying a spot of sports while he waits for his next mission. So start pumping those gills and hook on to this...

You can only push a secret agent so far, and the head of FI5H knows just that, so he's given James a breather. But always the energetic fish, James Pond has decided to hold a series of sporting events to keep himself busy.



Burst the balloons hanging from the ceiling with the shells.

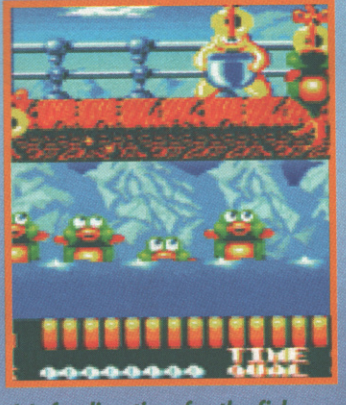
Leap frog is a great event. James is fired from the cannon before running and leaping over the frogs (if you touch them it slows you down).

The seals will leave the beach if you don't manage to stop the tourists throwing balls at them.

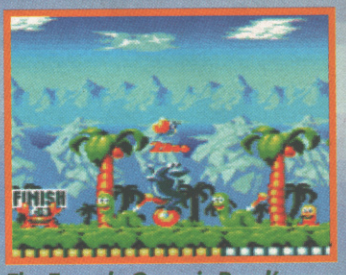
Work that body

To begin with there's the warm up mode which is of paramount importance to anyone before exercising. James Ponda's Workout is the easiest training session, but for those who are more adventurous there's the Tuffer Training where you can practice any event in the normal mode. And for those who want a more energetic challenge there's always the Piranha Practice.

If you're not too worn out after warming up then it's on to the main events. Split into four sections, which begin with the Aquatic Games for one player, it progresses into Double Trouble, Triple Trouts and Fintastic Foursome – for four players of course.



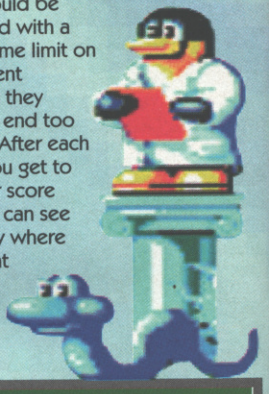
It's feeding time for the fish. Beware of the anglers above who are after a decent catch for their supper.



The Tour de Grass is Pond's favourite event. Did you know he was a unicycling circus performer before joining FI5H.

Fisholympics

The games in style and there are eight main events to take part in, including The Bouncy Castle, Feeding Time, 100 Metre Splash and the Tour de Grass, as well as two additional bonus levels which break the monotony. The game could be improved with a longer time limit on each event because they seem to end too quickly. After each event you get to see your score and you can see precisely where you went wrong. ●



VERDICT

I'm a big James Pond fan but after seeing him in Crazy Sports perhaps he should stick to his adventures with Dr Maybe instead. Here James Pond is like a fish out of water (ahem). The graphics are simple, the jingle is annoyingly repetitive and, sadly, the gameplay won't hold your attention for long. However there are some fun events in the game, but don't hold your breath (especially if you're underwater) because it just won't happen. Keep hold of your cash for something else.

AMANDA TIPPING

GRAPHICS	SOUND	GAMEPLAY	VALUE
77%	77%	74%	75%

STRATEGY	SKILL	ACTION	REFLEXES
7	5	7	6

76

REVIEW

MEGA DRIVE | by SEGA | £44.99

Out January. Contact Sega (071-373 3000) for information.

Dr. Robotnik's Mean Bean Machine

Who would have thought a bag of beans would prove to be so much fun!

That Dr Robotnik gets around, doesn't he? Not content with trying to mess up Sonic's day, he's now trying to ruin mine - I just haven't been able to tear myself away from this game!

This time Robotnik's taken over the bean factory and is preparing for a bean feast, but hey, who cares about the plot, all you've got to do is try and put all the coloured beans into correct groups of four in a Tetris-style puzzler before Dr Robotnik does. There are two screens and you have to concentrate on the left hand one. The aim is to try and match up the coloured beans as low down the screen as possible – it's a bit like your old Connect Four, but much harder work.

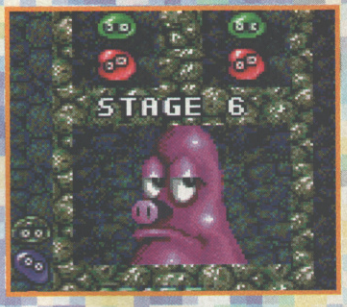
Smarty pants

The only hitch is that the screen on the right is trying to outsmart you, and not only do the beans drop quicker over there, but there is also the problem of additional black beans. These fly across the screen from the other side and halt the flow of your beans. It's not too bad if there are only one or two black beans dropping, but often great clusters of them fall making it virtually impossible to get a group of four. All this does though, is make you play the game again... and again... and again. ●

This mouse is not to be messed with in the higher level. These beans keep falling faster.

Watch out for those annoying black beans. They really mess up your game.

Keep your eyes open here and plan ahead. Look to see which beans are next.



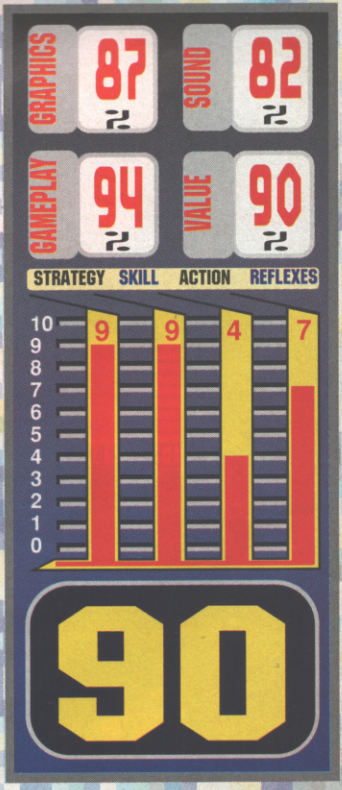
I told you it was addictive, and by the time you get to level six you'll of forgotten what the rest of your family look like.

Uh oh! One particular tip might be to try and copy the pattern of Dr R's beans so this doesn't happen again.

VERDICT

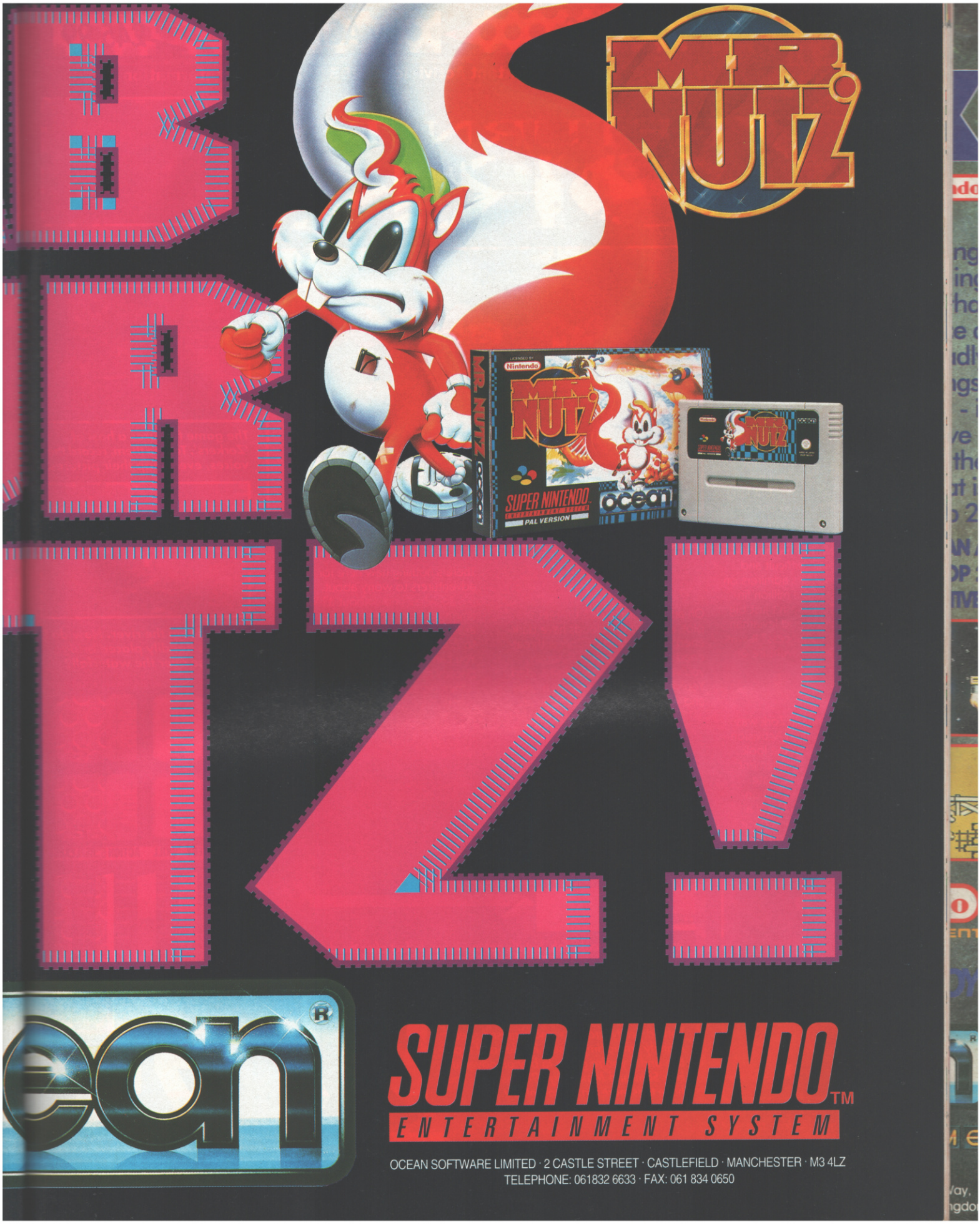
Mean Bean Machine is as addictive and frustrating as the game it's based on, that famous puzzler Tetris. The beans are a lot cuter than a bunch of bricks, and you also have to compete against the computer, which plays on a screen next to you; this makes the game even more difficult to complete. The graphics are bright and colourful, although not too adventurous, but it's all good, obsessive fun. Congratulations to anyone who hasn't gnawed away all their nails by the time they finish with this.

AMANDA TIPPING



GRAB YOUR KIDS

OCE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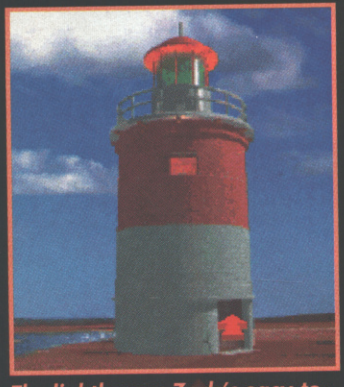
RETURN TO ZORK

Revisited, recycled, repackaged, relaunched... it's 1993 and once more the gates of Zork are open to adventurers

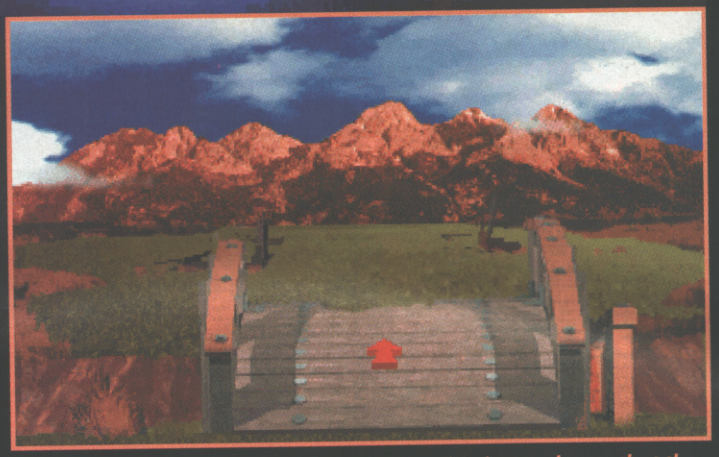
You may not remember Zork, but long ago it was one of the most successful adventures in the world (cue nostalgia). It was complex, difficult and you could only count its admirers on one hand – if you had a million fingers that is. Yes Zork wasn't just big it was huge, immense and leviathan. And the secret of its success? It was the best-written text adventure on the market.

Times change

But if playing the original Zork was like reading a book, then Activision has given Return to Zork the look of a glossy, magazine supplement and brought it bang up to date. Now Zork boasts high resolution graphics, digitised speech and a thoroughly modern icon interface that means that every action can be mouse controlled.



The lighthouse: Zork's easy-to-use icon interface makes the adventurer's difficult job a much simpler one.



The land of Zork certainly looks stunning, it's just a shame that the gameplay doesn't quite match up.

Something old, something new

Oh and of course don't forget the plot. As usual the clouds have darkened and the land of Zork is threatened by a terrible evil. Naturally, you've got to save it single-handed. You've got no weapons, no money and you've no idea where you are.

There's nothing new here for veteran adventurers to worry about.

So what's new about it? Well in amongst shouts of frobozz (?), wizards and small, white houses, Return to Zork features some new features. You can record speech and take photos but the game will be best remembered for its American sitcom actors. Nice game, dreadful acting!

The obligatory map screen; cuts out all the tedious wandering from A to B.

The game features a host of 'Zorkers'. Talk to them, record their voices, even snap their pictures.

Sailing down the river. Now do I grab the handily placed bridge or plunge over the waterfall?

BUTT-HEAD

Return to Zork features a host of US sitcom actors. There's the guy who plays Wayne (Kevin's brother) from the Wonder Years; some kid from Doogie Howser; Nino and Leonard from that daytime filler Major Dad and even Sam Jones, who played Flash Gordon on the big screen (remember that?). Almost every CD release this year has had standards of acting that would make the organisers of school nativity plays feel proud. Come on, enough is enough. This ham acting has got to stop.

VERDICT

Return to Zork looks fab, but it's not much fun. In fact after the delights of Day of the Tentacle, Zork is a positive bore. There's some nice ideas like using the camera and the tape recorder but ultimately it doesn't quite work. Deep down it's the usual 'object A + object B = desired result' routine hiding behind pretty graphics and digitised speech. Frankly I'm not impressed. It's dull and repetitive and if you're going to buy an adventure, buy Sam and Max (page 98) instead. You'll have tons more fun, I guarantee it.

DENIZ AHMET

GRAPHICS	SOUND	GAMEPLAY	VALUE
89%	78%	75%	82%

STRATEGY	SKILL	ACTION	REFLEXES
8	6	3	n/a

79

ILLEGAL RACING, COPS AND GAMBLING

91% - TOTAL *"It's a brilliant racer..."*

90% - GAMESMASTER MAGAZINE
"It's incredible, it really is. I'd advise you to obtain it with all conceivable swiftness"

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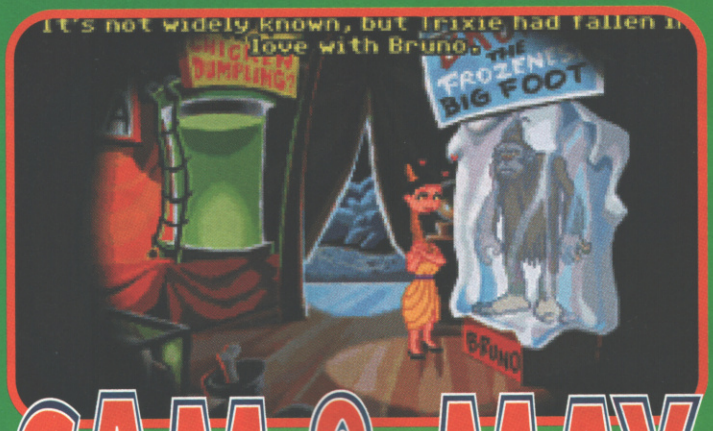
REVIEW

PC | by US GOLD | £42.99

Out November. Contact (US Gold 021-625 3366) for information.

Sam & Max is an adventure with a twisted sense of humour, but is it laughably good?



SAM & MAX HIT THE ROAD

Sit-down aerobics are no excuse not to be interviewed.

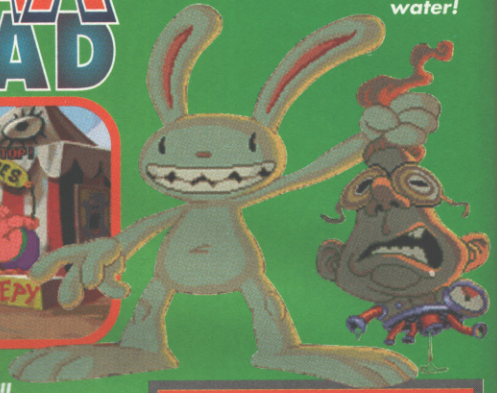
You do all your travelling via the car, but avoid the water!

In its own abstract humorous way, Sam & Max is the sequel to Day of the Tentacle. It's a different plot, but the animation, user interface and warped visual gags are all intact.

Basically, you control an unlikely detective duo: Sam who's a pondering dog and Max – a hap-hazard bunnie. Having been assigned the case of solving some strange disappearances, your task is to drive around a number of tacky tourist camps using your brains and imagination to gather sufficient clues.

As with Day of the Tentacle, this game has an excellent dialogue which captivates your attention and churns out a hilarious script. Assisting this is many humorous animation sequences which activate at key points in the plot to reveal further clues and show the climax of your previous task solving efforts.

Sam and Max meet Elvis (almost). You can interrupt him for some clues and perhaps game tips.



Your clues have led you here but how will Sam get past his bad breath.

Hair raising antics

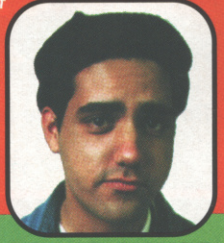
You control Sam for the majority of the game but you can use Max for help with certain puzzles. The good thing is that you can interact with features in the scenery, more than your average adventure, and there's plenty of genuinely useful snippets of information to be found.

Sam & Max is an average adventure, but it does have some highly involving visual attractions. ●

No, you don't have to visit Australia, but there are plenty of American destinations.

VERDICT

Sam & Max will appeal to more than just adventure fans because of its impressive full-screen graphics and simple interface, these hold your attention by promises of funny cinematic sequences. Plot wise, it's imaginative and the characters have strong, confident personalities. There's plenty of interaction and locations to visit and you'll find the game opens up its complexity gently. I'd say its more difficult than Day of The Tentacle, but experienced adventure players may still find the challenge over in a month.



DENIZ AHMET

GRAPHICS	SOUND	GAMEPLAY	VALUE
91	75	82	87

82

Out December. Contact Marubeni (071-826 8816) for information.

DAFFY DUCK

THE MARVIN MISSIONS

The plant life's alive on Magma – here, Daffy takes out a dangerous-looking cactus.

GUNNING FOR MARVIN

Unlike some platform game characters, Duck Dodgers can't bounce on baddies' heads to kill them – he has to use one of the many weapons which he can buy at the start of each mission, provided he has the cash. He starts the game with a normal blaster, but can purchase any of the following firepower:

FREEZE GUN Cover enemies in ice, then blast away with another weapon – they can't do a thing about it!

ELECTRICITY GUN Emits a very powerful bolt of electricity, which destroys baddies with three shots.

THREE-WAY GUN Blasts out one big bullet which splits into three smaller ones, giving a greater hit range.

BOMB GUN Shoots a time bomb which rolls to your enemy before finally exploding with a powerful blast.

ANTI-MATTER GUN This is the most powerful gun you'll find in the game, it kills the enemy with one or two shots.

Looney Tunes laughs with Duck Dodgers In The 24th-and -a-half Century!

If you're a cartoon fan, you'll know who Daffy Duck is. But do you know his alter ego, Duck Dodgers?

Daft

He's a spacefaring hero of the 24th-and-a-half Century, and he's on a mission to defeat Marvin The Martian, a tenacious little alien hell-bent on conquering the galaxy. Dressed in a fetching green one-piece, Duck Dodgers has to take on Marvin in different missions spread across five planets. At the beginning of each mission, Dodgers can purchase weapons using the money he's picked up throughout the previous level.

Marvin rushes over to water the Instant Martian pill – and on the left, one he made earlier.

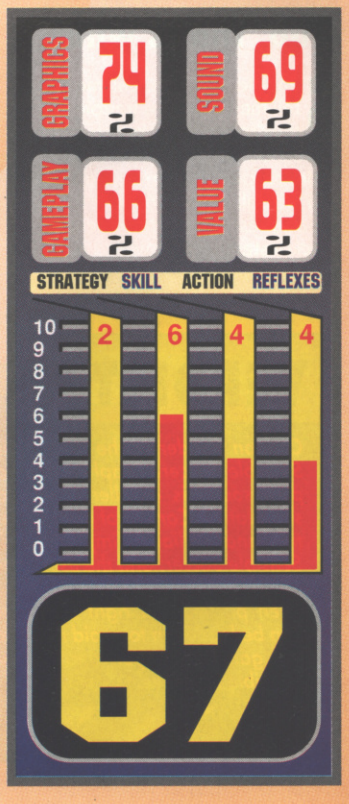
You're dethpicable

Money is gained by shooting Marvin's minions, the Instant Martians. When Marvin sprinkles water on an Instant Martian pill, it grows into a towering alien, complete with gun. Dodgers can destroy the Martians by letting loose with his gun – when the Martian is dead it leaves bags of money. At the end of each mission you'll meet Marvin, encased in a spaceship – blasting at a point on the craft causes damage, and once Dodgers has dispatched Marvin he gets his face in the newspapers, before moving on to the next mission. ●

VERDICT

This game reeks of unoriginality. Kill the baddies using a variety of weapons, climb the platforms and travel on the lifts, then shoot the end-of-level guardian. Is this the sort of game punters want? I don't think so. The sprites are close to the cartoon originals, but backdrops are lifeless. Sound is average, and the Looney Tunes ditty is a pale imitation of the original – there's some decent Daffy speech in there, though. My main gripe is with the gameplay, however. It's old, derivative and, at the end of the day, bland.

PAUL RAND



REVIEW

AMIGA | by VIRGIN | £29.99

Out now. Contact Virgin (081-960 2255) for information.

If you shoot enemy troopers only once they lie screaming until shot again. This alerts the enemy so don't let it happen.

CANNON FODDER

War! What is it good for? A Sensible shoot-'em-up, that's what!

Sensible Software. Call me sad, tell me I'm after a freebie but they're a brilliant bunch of guys? I mean look at their track record. Older readers will remember Parallax and Wizball on the C64, but they are also responsible for recent blockbusters such as Wizkid and Sensible Soccer

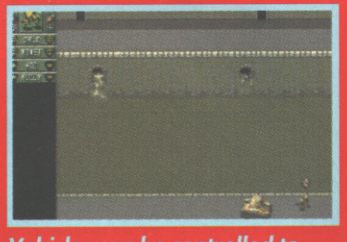
Sensible warfare

Now the guys have turned their attentions to a different genre: the overhead shoot-'em-up in the form of Cannon Fodder. There's little plot to bother with, so I'll get on with describing the game. You control over 300 conscripts (but you can only take 15 into battle at once) each with differing abilities such as grenade throwing.

Twenty four levels await you, some are sub-divided into a maximum of six phases, taking the total missions to over 100. Terrain types include steaming jungle and the freezing Arctic; missions vary but basically they involve shooting as many of the enemy as possible.

Privates on parade

Starting off with some hardened vets to lead the Boot Hill raw recruits, each soldier is slowly promoted depending on how many missions he completes (and survives!). Control is via the mouse with the left button controlling movement and the right fire. Simply point where you want to move or fire and away you go. Hold the right button and tap the left to release special weapons.



Vehicles can be controlled to make travel quicker and safer.

Each mission is accompanied by a witty title which gives some indication of what lies ahead.

By clicking on their insignia (top left hand corner) troopers can be split into groups or controlled individually. It's totally up to you.

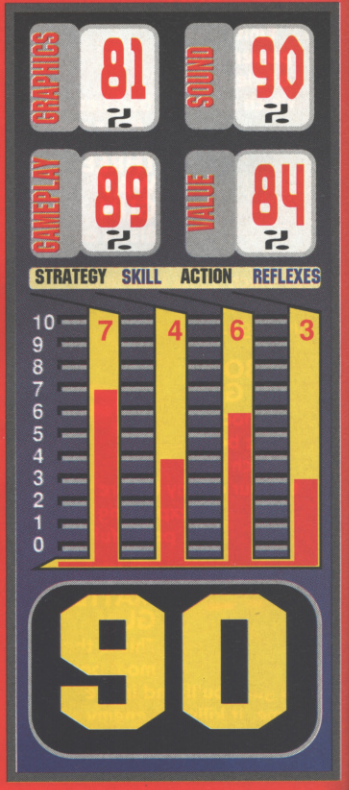
The Sensible gang in all their glory. They even provided the decent title music. Talented bunch eh readers?

Rather cheerfully the game keeps a running count of all deaths on both sides. By about mission 20 the screen is full of gravestones. Cheerful huh?

VERDICT

Cannon Fodder is the best Amiga action game I've played since Sensible Soccer. Graphics are good, the sampled sound is excellent and playability is superlative. Control of the troops is instinctive and brilliantly implemented, just like Sensible Soccer, and the use of the mouse is an excellent idea. The difficulty curve has been pitched just right and saved games can be loaded in to avoid repetition. A classic game and yet another winner for Sensible methinks.

RIK SKEWS



REVIEW

SNES | by UBI SOFT | £49.99

Out TBA. Contact UBI Soft (081 344 9055) for information.

F1 POLE POSITION

Born to be wild, or just another jalopy on the track?

This latest racer is the new release from UBI Soft and first impressions are impressive, but after hours of in-depth investigation is there really room on the market for another racing sim? Well we'll leave the criticism 'till later, after we've done a bit of demon driving.

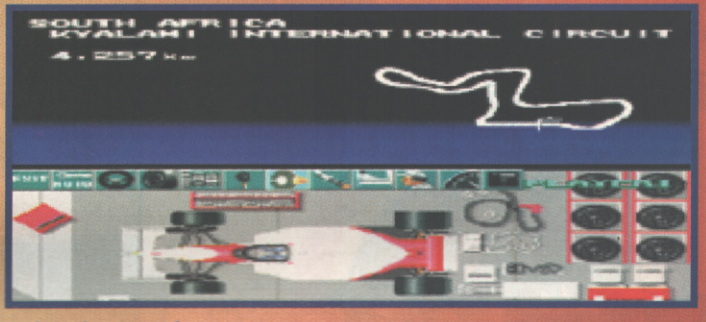
Sunday driver

F1 starts off with a rather gentle test run to examine the efficiency of your chosen car. Then there is the Grand Prix section, of which there are 16 tricky, but well known tracks scattered around the world. They include San Marino, Spain, Germany, Belgium and Canada.

And for those who are more adventurous with their driving skills there is the Battle section; this is where all would-be XR3 drivers out there will be in their element.

Burn that rubber as the race gets under way. Try not to skid in the rain.

Choose your rival to race against. Go down the list to check out the best credentials.



Select the parts for your motor. There are 11 icons to click on to ensure your car is in top working order.

It's a new race in a new country but the same rules apply.

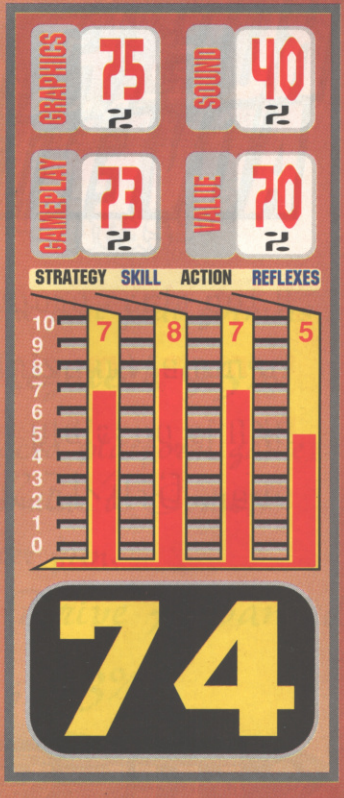
Decide if you want an automatic car or manual; just one aspect of your motor that you can check in the workshop.

Get your motor running

Before each race a small icon at the bottom of the screen indicates how powerful your vehicle is . Afterwards it assesses how much damage you have done to your car. You can then adjust the steering, tyres, gear transmission, brakes and suspension.

After sorting all this out it's time to choose your driver, and you'll recognise the famous names available: Nigel Mansell, Mac Laren or Jean Alesi.

So far you're probably thinking F1 Pole Position has all the ingredients to make a great game, but it all seems to go downhill as soon as the race starts. The tracks are challenging but that's about it. The only music is the zoom of the car engine and the graphics look dated. There isn't even the excitement of crashing and blowing up. ●



VERDICT

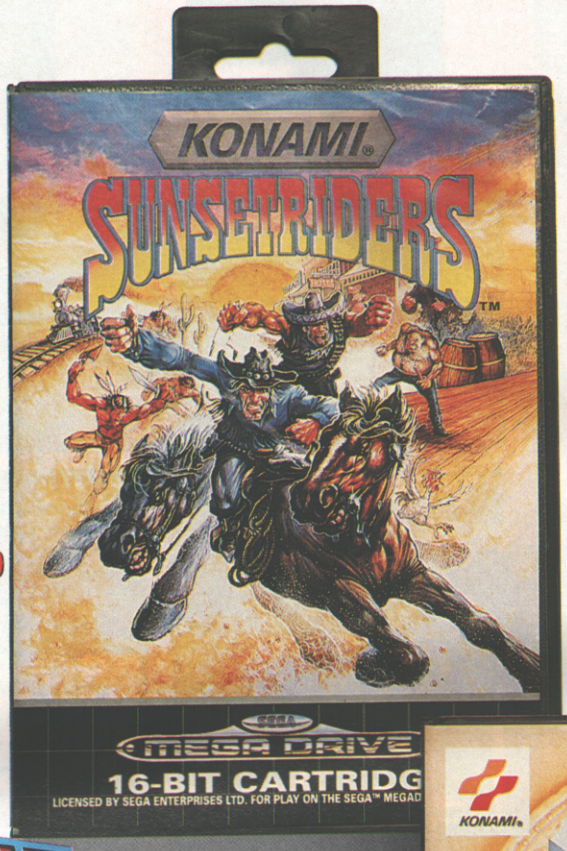
This game has the potential to knock all other racing games off the track, but unfortunately UBI Soft hasn't brought out the best in it. It may not be original, but there are plenty of drivers and tricky tracks to choose from, plus you can choose what gear you want to drive in, what weather conditions are preferable and you can even adjust your steering, which a nice little touch. It's a shame though, that the bland graphics and terrible soundtrack let you down. Never mind, if you're an avid racing game enthusiast then you will enjoy it, otherwise avoid.

AMANDA TIPPING

KONAMI

SUNSETRIDERS

It has obviously had a lot of attention paid to every aspect of its production... it's superb.
MEGATECH 87%
Very impressive SEGA PRO 87%



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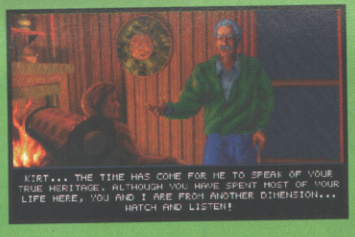
Out November. Contact Electronic Arts (0753 549442) for information.

SHADOWCASTER

The latest Origin role-player has nothing to do with Ultima. What's going on?

With Shadowcaster you get a role-playing game with a difference. It does away with tiresome statistics and puzzles in favour of combat. You play Kirt, an ass-kicking geezer, who is one of the last survivors of a race of shapeshifters.



Gramps tells you about your dodgy ancestors.

Time for a change

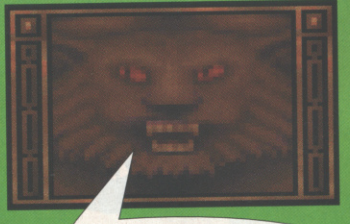
As Kirt, you have to restore your race to power by journeying to an alien world and destroying the evil Veste. Kirt isn't aware of his shapeshifting powers at first, but these are restored gradually. You have to find six obelisks which enable you to take the shape of a different creature, and you can only complete certain levels by assuming the correct form.

Aside from your human form, you can change into a four-armed lion, a floating eye which casts deadly spells, a pixie, a dragon, a frogman and a super tough stone giant. Obviously, you can't get through the underwater areas unless you transform into a frogman, and if you're in for a bit of heavy fighting, you'll have to change into something tough.

Aargh! Killer mushrooms! Where's that fungicide?

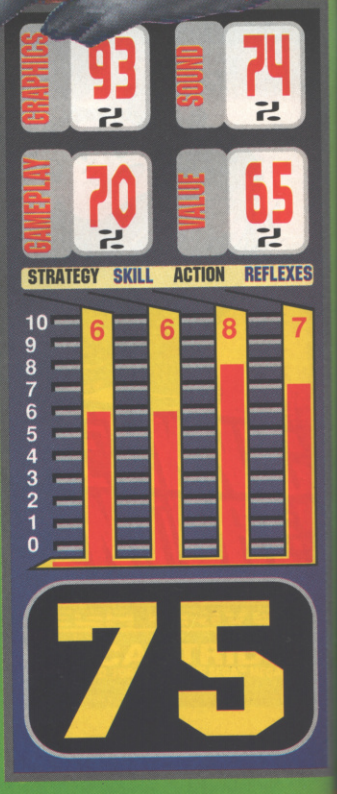
The werewolf boss doesn't like it when you poke fun at his baton twirling routine.

Blimey! I don't like the look of this beastie.



Tough enough?

Shadowcaster is technically an RPG, but it's more like a beat-'em-up as most of the time you are bludgeoning monsters to death, which can be great fun for a while. It's a very slick looking game and I hope that the sequel (if one is planned) has more depth though. Very promising, but not quite taxing enough.



VERDICT

Shadowcaster is an attractive RPG, with fast scrolling, original monsters and detailed graphics. In terms of gameplay, though, it's a bit of a bimbo: good looking, full of action but not all that interesting underneath the frills. Basically it's Wolfenstein 3D with swords instead of guns. The puzzle element is weak, there's no character interaction, and the emphasis is on combat. It will suit novice gamers, but I don't think it has enough depth to satisfy experienced role-players.

PAUL RAND

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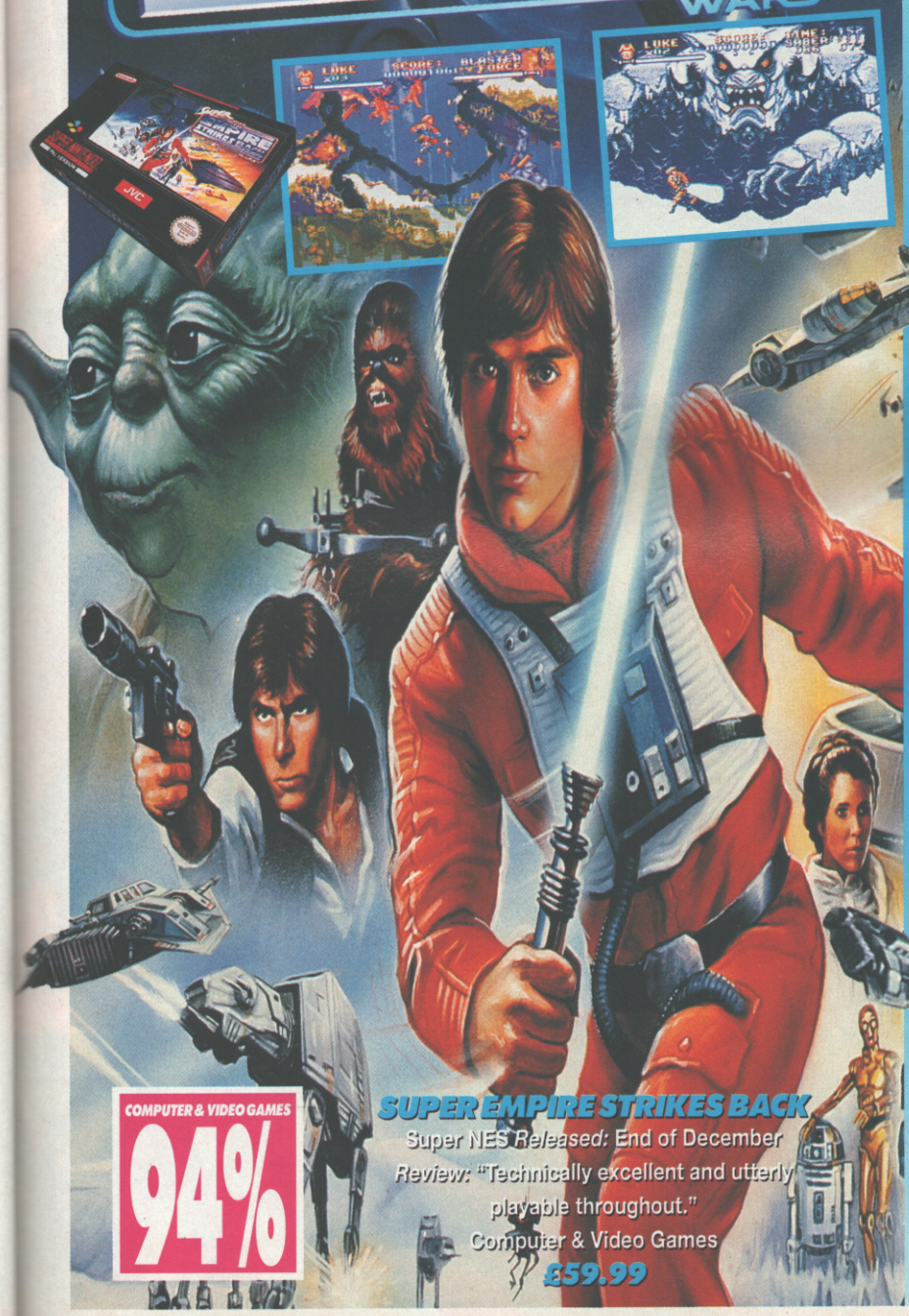

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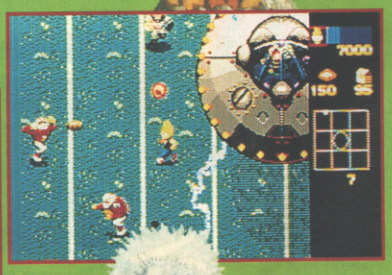

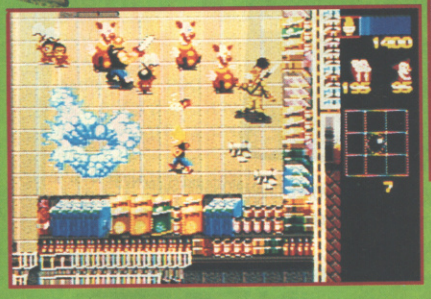

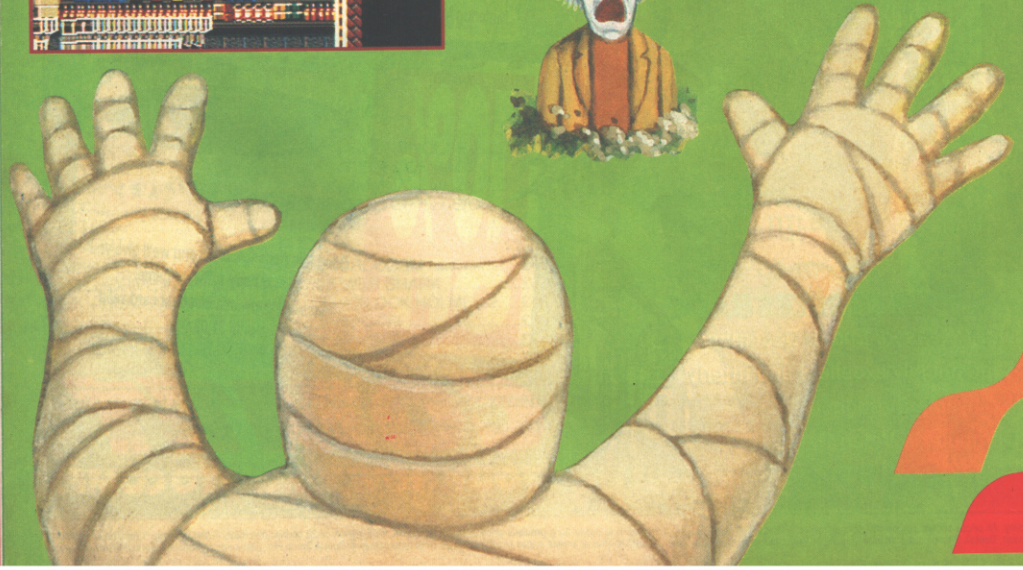

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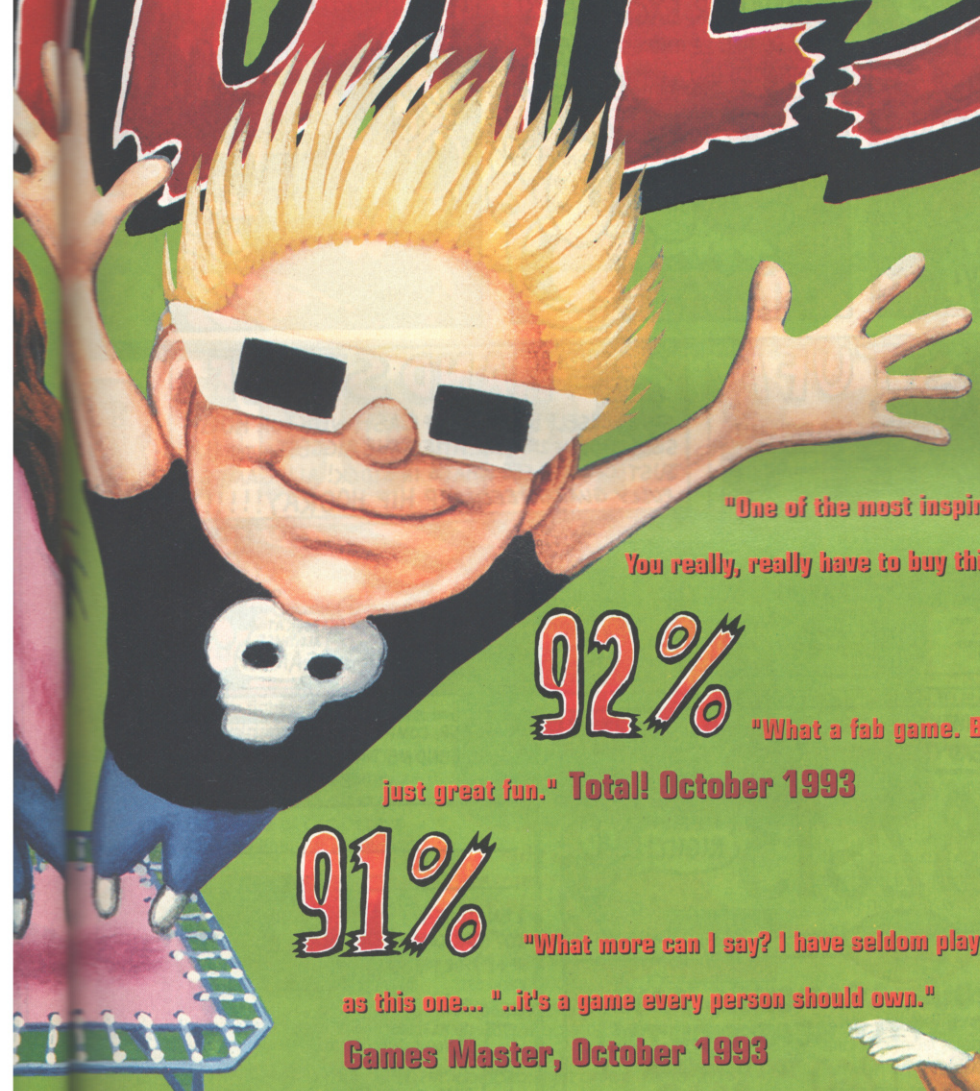

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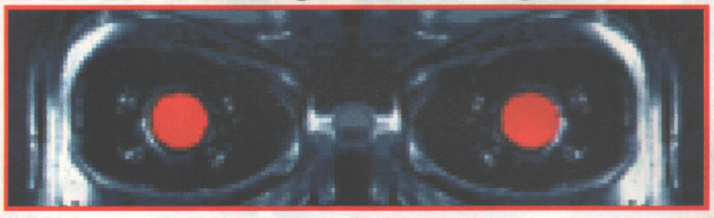
Try not to shoot the humans, they are your only allies.

These flying Hunter-Killers need pumping full of lead.

T2 THE ARCADE GAME



If your surname is Connor then you'd better take cover, because as promised – he's back.

This arcade conversion is a graphic shoot-'em-up set in 2029 when the machines (surely everyone knows the plot to T2) are fighting with the survivors of the nuclear war.

A smart bomb and a smart hit.

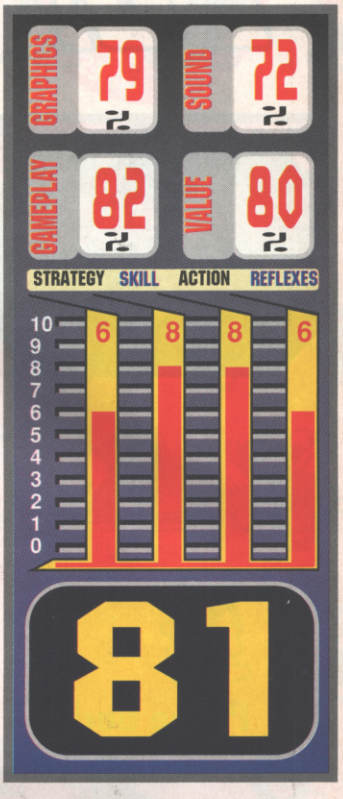
Missiles

This is great blast whether you play one or two player mode; you start off by launching an avalanche of bullets at the army of Terminators. Also at your disposal are missile launchers, which help you with the level objective: destroying the Skynet computer.

Once the latter is achieved it's back to present day LA to obliterate the Cyberdyne Labs. The ninth and final level brings you face to face with the T1000, the master machine of the future.

T2 Arcade has its quota of weapons to pick up, including pulse rifle and smart bombs, and the difficulty level is pitched just right, so keep a check on the bottom of the screen otherwise you'll end up, well terminated. If you like shoot-'em-ups then you'll like this.

Out January. Contact Acclaim (071-344 5000) for information.



SNES ▸ **by ACCLAIM** ▸ **£49.99**

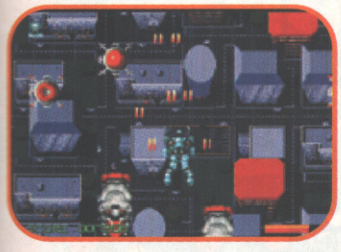
ROBOCOP 3

Is Robocop 3 a steel hit or is he becoming a little rusty?

In these situations it's important to be trigger happy to survive. This time, he wasn't vigilant enough.

Fresh from his fight with the Terminator old metal head is recharging his battery with a rather familiar shoot-'em-up game.

In Robocop 3 you start off in a rather run down area of Old Detroit where you have to fight off a ridiculous amount of muscle-clad gangsters. The plot goes something along the lines of this... The OCP police division, of which Robocop is under, has been bought by a Japanese company and it plans to build a new complex right on our metal man's beat. The only obstacle is the incumbent residents; subsequently they are being forced out of their homes by gangs who are employed by the Japanese firm. Obviously they retaliate and inner city violence takes its toll. Poor old Robo has to contend not only with the Japanese gangs, but also the perturbed residents.



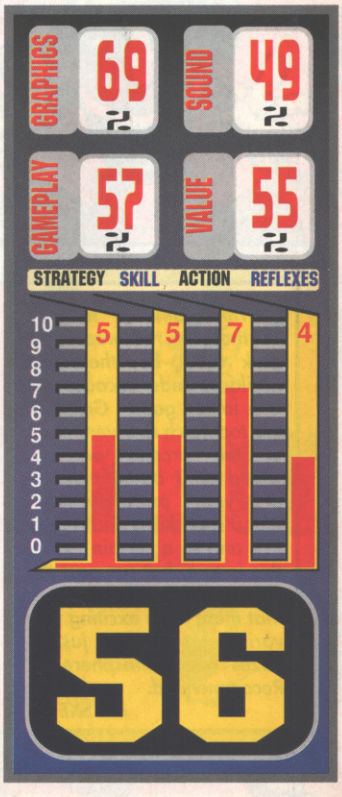
The futuristic level is fast. Dodge the exploding bullets or die.

Not only do you have to shoot the gangs, but also dodge the swinging boulders.

Blast off

It has eight different levels of play and is almost identical to the SNES version w. There are a few good weapons to pick up, such as the jet blaster, but aside from that it's not up to much and it's rather slow.

Out now. Contact Acclaim (071-344 5000) for information.



MEGA DRIVE ▸ **by ACCLAIM** ▸ **£TBA**

GAME GEAR by SEGA £27.99

Out now. Contact Sega (071-373 3000) for information.

Big Arnie on the computer screen yet again with this handheld conversion of the popular arcade game

Good graphics for a handheld don't you think? The in-game ones are great too.

T2 THE ARCADE GAME

On August 29 1997 SKYNET, the super computer, decided the human race posed a threat to its existence, so it vapourised the majority of them. The survivors have had to contend with the machines in an endless war for three decades; but the tide is turning...

I'll be back

Two Terminators have been sent through time. The first was aimed at Sarah Conner before her son John, the resistance leader, was born. It failed. Now a T-1000 has been sent to destroy the 10-year-old John. It's up to you as a reprogrammed T-800 to destroy the T-1000.

There are two missions. The first is set in future Los Angeles, destroying oncoming machines before entering the human hideout where fighting continues in an Op Wolf-type blast. Then you have to protect John as he drives an armoured truck to SKYNET's time field generator. Here the resistance send you back in time to protect the young Conner.

The second is set in the LA of today where you must destroy Cyberdyne Systems, otherwise it will become SKYNET. The aim is to get past the SWAT team, and the T-1000 in the police helicopter. Destroy the helicopter and the war will be over.

Protecting the van isn't easy, thanks to the helicopter chasing it. Guess who's the pilot? Yep, the T-1000.

Remember not to shoot the humans, unlike the robots they're in short supply!

The only way to slow down the T-1000 is to freeze him – so shoot that van quick!

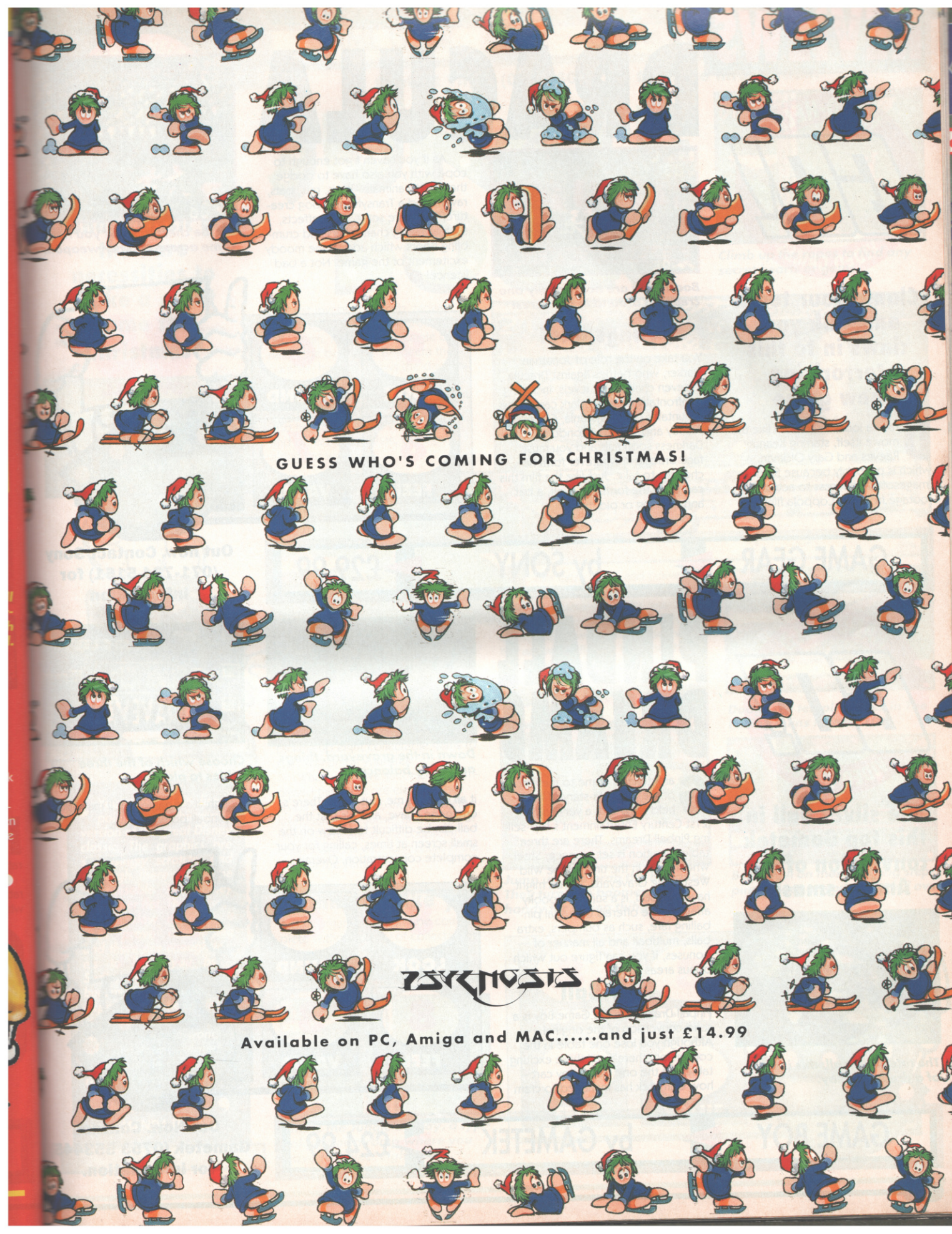
The second level is where you'll encounter the skin-covered terminators. These are much harder to kill.

Hasta la vista

The T-1000 will track you down for the final fight though. Freeze him by destroying the liquid nitrogen tank, and then with the grenade launcher knock the T-1000 into the vat of molten steel. Fail and you will need factor 2000 suncream for the rest of your life. ●

> *This game is tougher than a two-week old pork chop, but there the similarity ends, because this is a lovely game. Graphics are top notch and very close to the arcade original, sound ain't bad either. At first you'll probably think that it's too hard and repetitive and to a certain extent this is true, but get past the first stage and you'll find that there is an exciting and varied game that just oozes atmosphere. Recommended.*
>
> *RIK SKEWS*

9 LOOK	7 SOUND
7 FEEL	8 VALUE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DRACULA

HAND-HELD GO! VIDEO GAMES

Clamp your teeth and sink your claws in to this terrorising new game

Dracula looks very much like the movie itself, starring Keanu Reeves and Gary Oldman, which is probably because Sony Imagesoft had access to actual film footage from the Coppola film.

Boo!!! You are not the only one creeping around in this forest

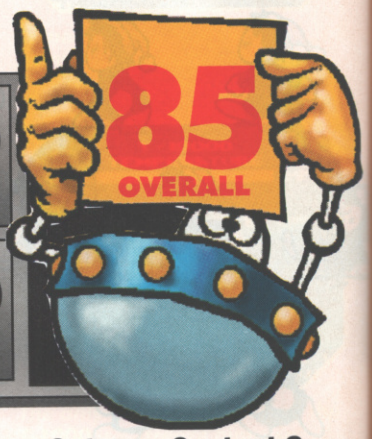
Fangs a lot

You take on the role of Jonathan Harker, who battles against Dracula in seven challenging levels, including confrontations in the dark castle, the mountains of Transylvania, Carfax Abbey and Victorian London. Darkness soon falls and you must face Dracula in whatever form he chooses to take. Just like the film this can be in the form of a wolf, a bat and a young or old man.

As if you haven't got enough to cope with you also have to dodge the deadly animals - owls, rats, bats, ravens and a Transylvanian bog creature. There are some great effects, such as falling chandeliers and crumbling floors which add to the moody excitement of the game. Not a bad licence!

Hit the chest to see if you have come across another weapon.

LOOK 9	SOUND 6
FEEL 8	VALUE 7



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GAME GEAR ▶ by SONY ▶ £29.99

PINBALL DREAMS

HAND-HELD GO! VIDEO GAMES

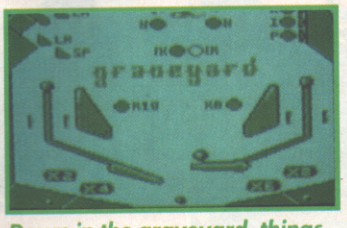
The silver ball in this top Gametek conversion of the Amiga smash!

The title says it all; this is a bit of a dream to play.

Gametek has come to the rescue of the pintable-starved hand-held fans, with a version of 21st Century Entertainment's top-selling Pinball Dreams. There are three tables; Ignition is set in space, Steel Wheel is set in the time of the Wild West while Graveyard, as you might have guessed, is a suitably spooky affair. You're offered the usual pinballing fare, such as bumpers, extra balls, multiball and all manner of bonuses, if you can figure out which bonus areas to hit.

Play Ball

Pinball Dreams on the Game Boy is a solid conversion of the original. Although you lose one table in the conversion, there's still three exciting tables on the one Game Boy cart – how Gametek has managed to cram it all in beats me, but it has. There's one gripe I have, and it's that the ball can be difficult to follow on the small screen at times, calling for your complete concentration, Overall, though, it's a game that'll make you go pinball potty!



Down in the graveyard, things are finely balanced.

Choose which of the three tables to play!

LOOK 8	SOUND 6
FEEL 8	VALUE 8

Out Now. Contact Gametek (0753 553445) for information.

GAME BOY ▶ by GAMETEK ▶ £24.99

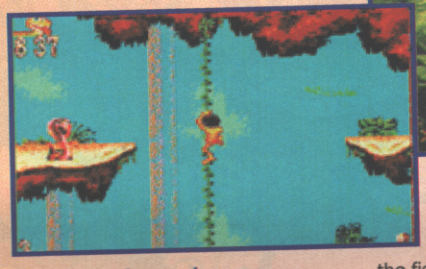
GAME GEAR | by VIRGIN | £32.99

Contact Virgin (081-960 2255) for more information.

JUNGLE BOOK

Has another Disney classic got the bare necessities to make a great game this Christmas?

That lovable man cub, Mowgli, has got himself in to trouble again. Raised in the jungle by Baloo the bear and Bagheera the panther, he now knows the dangers of the gaping forest and is on a mission to find his friends who have got lost. Fighting off the forest foes he also has to reach the village safely and defeat Sheer Khan, the tiger, along the way.



Kaa (left) the snake poses a threat but he's easy enough to kill – just jump on him.

Jungle VIP

Mowgli's adventure begins in the Jungle by Day; a rather simple task of picking up eight collectable gems to start you on on your trek.

When you have successfully completed this there are eleven other levels to overcome, including By the River, Jungle at Sunset and Jungle at Night. There are also a couple of confrontations with King Louie in the ruins of the Temple.

Wanna be like you

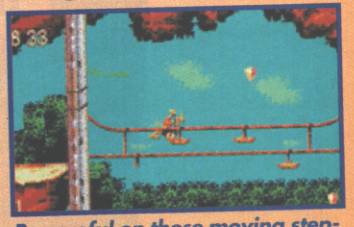
A Disney game wouldn't be complete without plenty of collectables along the way, and Jungle Book has plenty of these. Mowgli has to pick up energy hearts, heads (which give him extra lives), and powerful bananas which look like boomerangs. By the way, don't forget to look out for the fig leaves which are hidden well, but are worth finding because they are restart points. ●

This is the Jungle by Day, a typical platform romp where you have to collect eight gems.

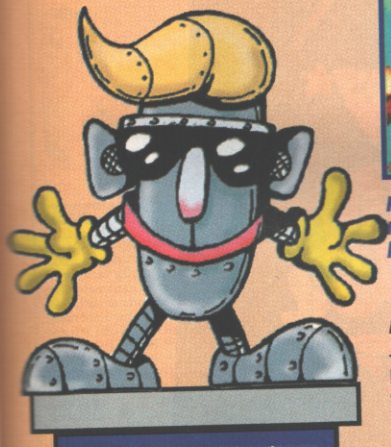
Climb up the ropes to find any secret hearts or gems.

Dodge the temple stones in The Falling Ruins in level 10.

Jump up and grab the bananas. They turn into boomerangs – handy for killing things.



Be careful on these moving stepping stones or you might fall over.



You may well be disappointed with this game version of the great Disney classic. The graphics are surprisingly scratchy and although there are some recognisable tunes they are rather flat. The game is a little slow although it does prove challenging and there are enough levels to keep you busy. Sadly, some of them become repetitive. I expected this game to be in fierce competition with Aladdin, but one wonders whether they churned it out to cash in on the film's release on video. Fun, but no long term satisfaction here.

AMANDA TIPPING

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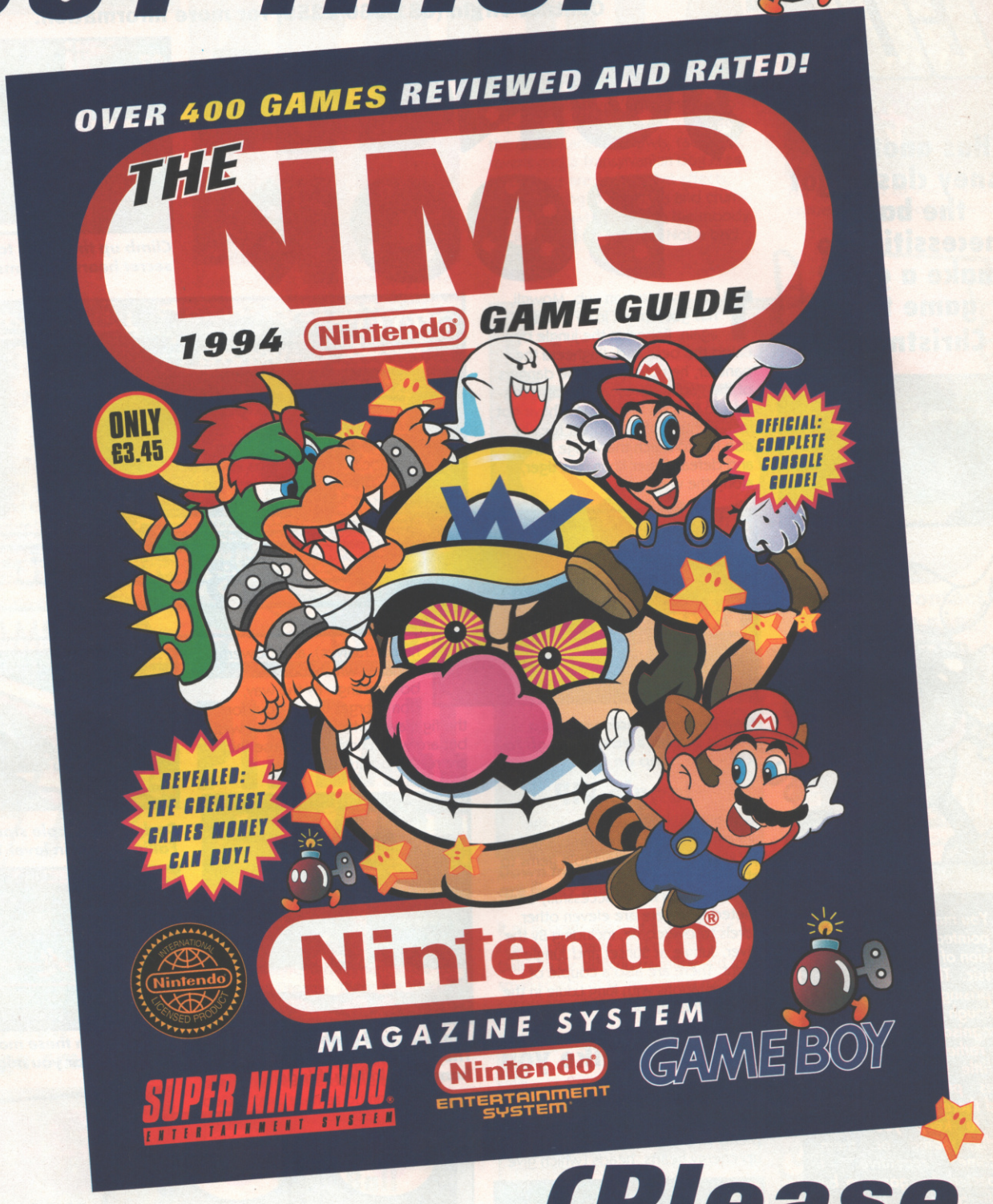

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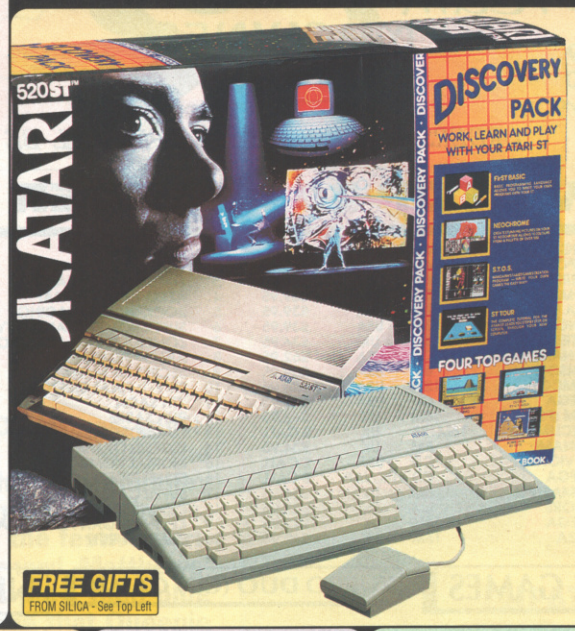

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- ROM: 512K

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CHEAT MODE

Ho Ho Ho! We've got into the Christmas spirit, and we've contacted that fat bloke with the beard, Santa, to come down the CVG chimney and enlighten us with a horde of Christmas cheats, hints and tips to keep you happy over the festive period. So if you've had enough of Bernard Matthews' favourite bird and all you wanna do is play, then plug in your console, at about the same time that Queenie makes her speech (just to annoy your granny), and get cheating!

By the way, have you discovered a clever tip or cheat that everyone else is to much of a geek to find? Do you want to share it? You don't? Well this is probably because a) you are too scared to share your incredible cheats with us in case we pass over your details to MENSA who wants to use your brain for biological experiments, or b) you are just plain damned lazy.

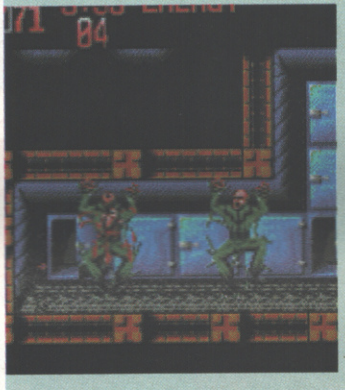
Well we promise we'll keep your details safe from MENSA, and there's no excuse for being lazy (even though Rand comes up with plenty of 'em), so send your amazing but true tips to CVG Cheat Mode, Priory Court, 30-32 Farringdon Lane, London EC1 3AU.

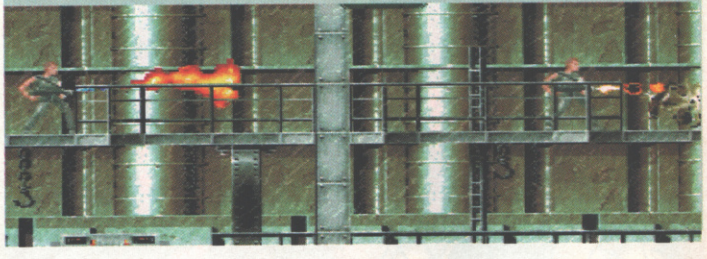
SNES

ALIEN 3

CHEAT MODE

Blimey, Alien 3 is great but you tend to run out of weapons quickly. So, press A, B, Y and X on controller two and then use the following keys on controller one to activate the cheats: A for invincibility, B for damage level and X for unlimited weapons.





SNES

SUNSET RIDERS

CONTINUE TACTIC

This shoot-'em-up Western is a fine coin-op conversion by Konami, but don't you just hate it when you have to restart the entire level just because you snuffed it on the boss. But hey, not any more! Use this routine to continue the game without going back to the start of a level when your lives are up. Start a one-player game and pause when you lose your last life. Grab controller two and press start to introduce a new character and you'll be able to carry on playing without going back to the start. Repeat this procedure in reverse to continue when player two dies.

MEGA DRIVE

EX-MUTANTS

CHEAT MODE

Should you feel the urge to suddenly um, cheat, then this info should be of help. Access the options screen and set the music to 05 and FX to 21. Exit and hold A, B and C before pressing START.

GAME BOY

TURRICAN

INVINCIBILITY

You all know how hard shooting games are on a tiny screen, but who cares when you can be invinvible by pressing A, B, B, A, B, A, A, B, A, A, B, A, A on the title screen. Also pressing START and SELECT will skip stages during play.

SNES

BATTLETOADS IN BATTLEMANIACS

FIVE LIVES AND CONTINUES

Another scrolling beat-'em-up with some hilarious attack moves, but bloody hard with it. Could do with some extra lives methinks, and now you have it. On the title screen hold DOWN A and B while pressing START. The flag will blink red to indicate that the cheat has worked.

SNES

SUPER TURRICAN

LEVEL SKIP

If you're looking for a lavish platform shoot-'em-up, don't look past Super Turrican. That said, it takes a while to get through it so use this cheat to access all the stages. Start and pause the game. Press RIGHT, LEFT, DOWN, RIGHT, A and START to go to the next level. Repeat for each stage.

MEGA DRIVE

SPLATTER HOUSE 3

LEVEL CODES

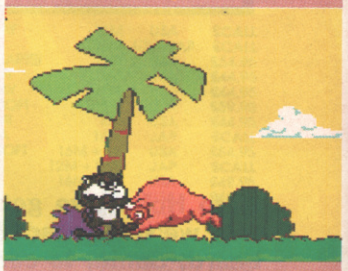
Once upon a time someone invented a thing called pass-words to make hard games easy. Cheers, to whoever that person was because you can now make use of these access codes:

Level 2 = REISOR
Level 3 = ETLBUD
Level 4 = TABRAE
Level 5 = ELPOEB
Level 6 = PHENIX
XXXX

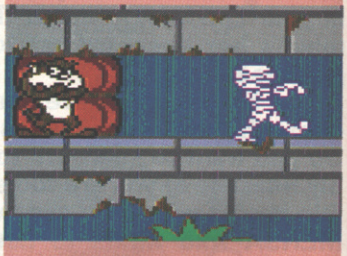
MEGA DRIVE

TAZMANIA

INFINITE LIVES



This game will be a lot more fun with this easy cheat code. Simply enter FFD45 on the password menu.

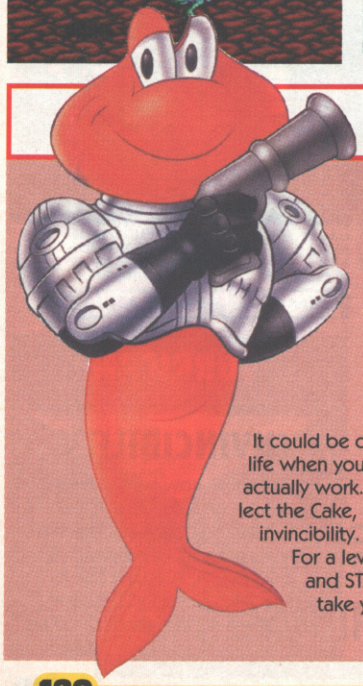


GAME BOY

TURTLES 2

LEVEL SELECT

If like us, you're fed up with getting shell shocked all the time? Well use this method to skip levels and avoid heaps of problems. On the title screen press UP, DOWN, B, A, LEFT, RIGHT, B, A then START.



MEGA DRIVE

JAMES POND II: ROBOCOD

INVINCIBILITY and LEVEL SELECT

It could be quite an important moment in your life when you enter this cheat, because it might actually work. Get on to the first roof and collect the Cake, Hammer, Earth, Apple and Tap for invincibility.

For a level select press A, C, DOWN, LEFT and START on the title screen. This will take you to an options menu.

MEGA DRIVE

CRUE BALL

LEVEL SELECT

Well, you know how it is when you play a game for ages and just fail to make it to that next level. Good job that we have this cheat to save you all the trouble eh? Play level six on the sound test option then hit A, C, A and B followed by START. You can now start a game and press B and UP to advance a level.

ALL FORMATS

MORTAL KOMBAT

ALWAYS WIN!

This mega selling game is superb, but it is actually quite easy. One tactic which no-one seems to have discovered is that if you select Scorpion it is possible to beat every opponent all the time and on any difficulty level by using your hook move.

When the fight starts hook your opponent immediately before he has a chance to move and use an uppercut to knock him to the ground. While down perform the hook move again and if you've timed it right you'll grab him before he has a chance to get on his feet. Using this tactic it's possible to always win and not lose any energy!

SNES

PARODIUS

INVINCIBILITY

Possibly the most sickeningly cute shoot-'em-up game ever, Parodius becomes far less frustrating with invincibilty. Just pause the game and press L, R, UP, X, R, A, L, Y, DOWN, B, A, Y, A, Y, R and START. Phew!

MEGA CD

ECCO THE DOLPHIN CD

PASSWORDS

One of the strangest game concepts for ages. Perhaps that's why this has been such a big hit. Anyway, to see the best bits commence play and swim to the left password screen. Enter any of the following for the last five stages:

Deep Water 2 = GAAGDPLP
City of Forever = YLQQZNLM
The Tube = MNEYELLB
The Machine = SKZNELLO
The Last Fight = KANZFLLX

SNES

POP 'N' TWINBEE

INVINCIBILITY

This is the best shoot-'em-up officially released over here and while not particularly difficult this invincibility code will allow you to marvel at those lavish visuals. Start the game, pause it and press A, Y, A, Y, L, R, L, R, X, B, B and unpause.

GAME BOY

PROBOTECTOR

LEVEL SELECT AND EXTRA LIVES

A fine platform shoot-'em-up this, but few people will get to see all the levels because of the difficulty curve. Perhaps that's why you can press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A then START on the title screen to advance a level.

For extra lives hit Up four times, DOWN four times, LEFT four times and RIGHT four times on the title screen.

MEGA DRIVE

CYBORG JUSTICE

CHEAT MODE

It's mean, it's moody and the combat moves are sick to watch. But we love this game and you can enjoy it even more when you activate this special cheat option. This secret menu can be found by pausing during a duel or arcade game and hitting C, B, B, C, C, A, C and B.

MEGA DRIVE

STREETS OF RAGE 2

LEVEL SELECT

A very popular game; so this cheat should go down well. If it doesn't work don't blame us because it was one of our readers who sent it in (and didn't put their name on it, as usual). Go to the options screen and hold down A and B on pad two. Press START on joypad one simultaneously and you'll access a cheat screen which might have some useful options on it.

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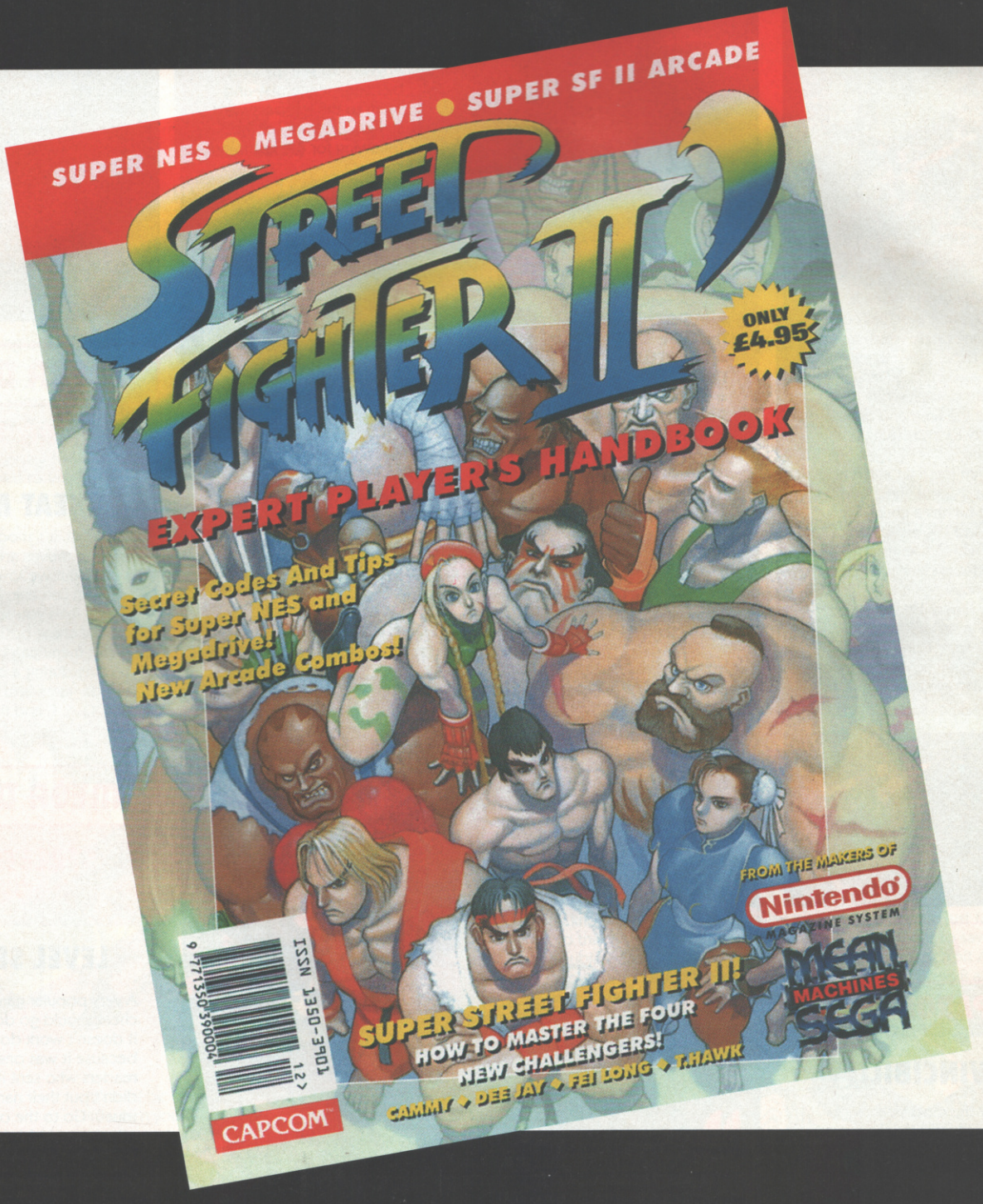

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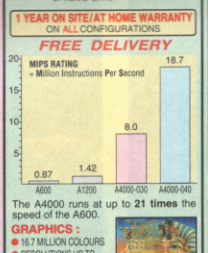

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CHEAT MODE

ACTION REPLAY DEPOT

Welcome to the best and latest in the land of cheats for Action Replay owners. If you've got a SNES or Mega Drive the following information will have you dribbling with excitement, because you can get to parts of the games that non-Action Replay owners can't reach!

SNES

AERO THE ACROBAT

This bat doesn't like hanging upside down, he'd rather save the world in this platform adventure. Enter these cheats to make it all seem like a day's work:

7E0C7001 for infinite lives.
7E0CFC01 for unlimited stars
7E0C08XX for level select.
Replace XX with number 00 to 16.

SNES

MORTAL KOMBAT

This chart-topping bash-up is wowish, even without the gore, but it's even better when you don't die!

7E04B9A2
to become immortal!

MEGA DRIVE

REVENGE OF SHINOBI

Classic ninja action, but for added eastern promise use this code:

FFFF21000X for a level select.
Replace X with 0-17.

SNES

ROCK 'N' ROLL RACING

Heavy Metal music and furious racing make this an exciting game. To avoid looking like a learner driver enter these codes quick:

7E0E9505 if you want unlimited plasma rifle.
7E0E9905 if you want unlimited bear claw mine.
7E0EAD05 for unlimited jump jets.

SNES

WORLD HEROES

A poor beat-'em-up, however it's a giggle with its silly special moves. Make it more fun by using these codes:

7E08C199 to stop the timer
7E00DE01 and keep kicking the middle of the screen for a perfect level!

MEDA DRIVE

JURASSIC PARK

Let's face it, the Mega Drive version is appalling. Even so, this code will make it less frustrating or appalling for even longer:

FF00550020 for infinite energy.

MEGA DRIVE

MORTAL KOMBAT

If you want to whizz through the game in around six minutes whack in these codes and get physical:

FFCAB90078 for infinite energy on player one.
FFCBB90078 for infinite energy on player two.

MEGA DRIVE

FATAL REWIND

Robotic platform mayhem and shooting action that demands some cheats, and like wow, here there are!

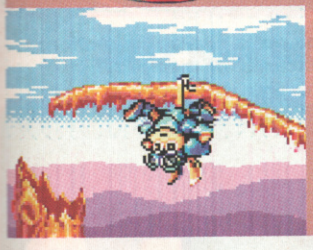
FFE417000X for level select.
Replace X for level.
FFC8260003 to stop liquid rising.
FFE004E001 and 0289804E71 for invincibility.

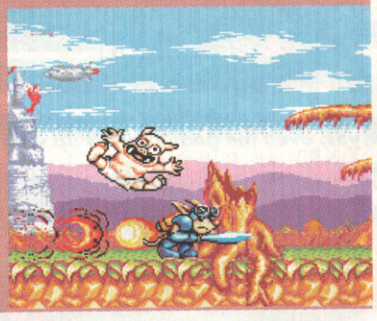
MEGA DRIVE

ROCKET KNIGHT

Another top game from Konami and plenty of fun with it. Highten your enjoyment by entering this code:

FFC041003F for unlimited energy.



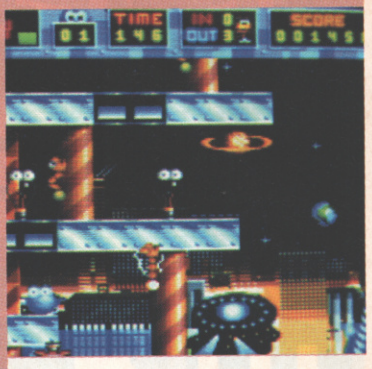


SNES

SUPER PUTTY

He's putty in your hands, but seeing as you use a joystick the going soon becomes sticky so use these cheats:

00D010AD to stop the timer
00DD15AD for only one magic necessary to finish a level.
00DAF9AD to stop energy loss when hit by baddies.



SNES

PRINCE OF PERSIA

This is a very good platformer which is fast enough anyway, but hey, why not make it faster?

7E0000FF to double the speed of the game!

SNES

ZOMBIES

One of the best maze games for years. Zombies suddenly becomes hard after level 20 or something. Balance things up by using these cheats:

7E1CB80A Infinite energy for player one.
7E1CBA0A infinite energy for player 2.
7E1D1E99 infinite keys for player one.
7E1D3E99 infinite keys for player two.

SNES

STREET FIGHTER TURBO

Still the best fighting game ever so here are a few codes to enhance the game a tad:

7E188F0B to skip to Vega/Bison after winning one round.
7E0530B0 for infinite energy on player one.
7E0730B0 for infinite energy on player two.

MEGA DRIVE

MUTANT LEAGUE FOOTBALL

It's footie, American style and with heaps of mutants on the field. Still, these cheats will enhance the gameplay.

FFFD5E0002 for super charged running.
FFE1E60003 to start the game in the finals.

MEGA DRIVE

ZOMBIES

Zombies is plenty of fun in one or two-player mode, but it's a hell of a lot quicker to complete with these codes:

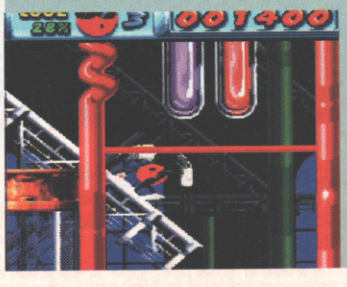
FFFA47000A for unlimited energy on player one.
FFFAE700FF for unlimited energy on player two.
FFFAA100FF for unlimited keys on player one.
FFFB4100FF for unlimited keys on player two.

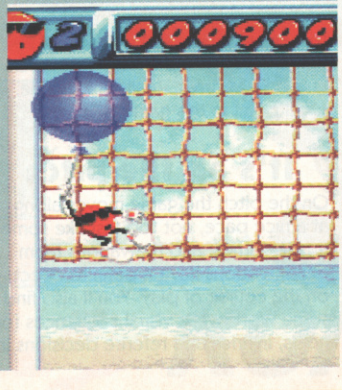
SNES

COOL SPOT

The red dot returns in a smashing platform romp where everything is about 20 times bigger than himself. Time for some cheats I'd say:

7E00D403 for infinite lives.
7E00D00F for unlimited energy
7E00AAXX for level select.
Replace XX with 00-10.





SNES

JURASSIC PARK

The SNES version is staggeringly better than the Mega Drive version, though it is very difficult. Use this cheat to keep you from becoming prehistoric:

7E02A304 for infinite lives.

PREVIEW

SNES

by EMPIRE

£TBA

MARCH

Stage of development

95% complete

EMPIRE SOCCER

Christmas comes once a year, which is more than can be said for footie games

Every time we get a new footie game on the horizon we hear the same thing: 'This is going to be the best football game yet'. Empire Software reckons that's the score with its new soccer game.

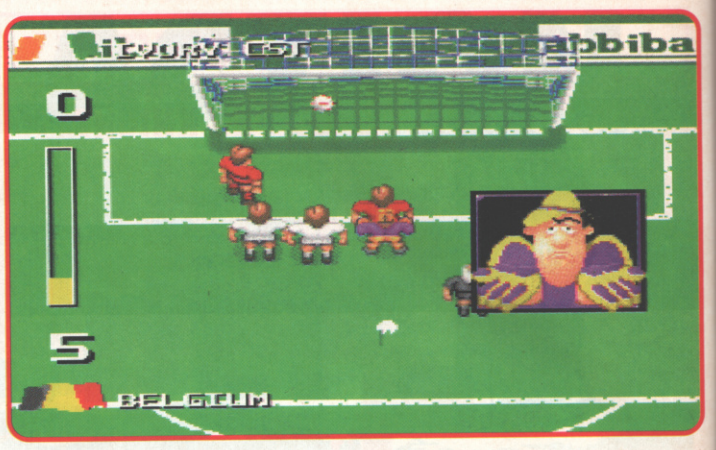
On the pitch?

In Empire Soccer you are going to be able to choose between either a league or knockout style word cup final championship. The game is going to have two main attractions which separate it from its rivals: huge player sprites are the first thing, making Sensible Soccer teams look positively titchy. A potential problem with this, though, is that you don't get to see much of the pitch at any one time which can make passes a bit limiting.

The second, and more vital lure is that of special shots. Empire Soccer has a huge range which are quite easy to perform, including the likes of banana kicks, snap shots, back-heels and power dives. Realism, is hence, a focal point in this game.

It's on the pitch

On the pitch the game moves along at a nice pace, not too fast like some footie games, and the various team configurations have a definite effect on the course of play. You'll also find some worthwhile visual sequences for goals, injuries and referee decisions in the form of close-up animations. Empire Soccer could well net a following for one of the best looking footie games.



Every time something goes wrong you get a pop-up animation; yes, even the goalie comes up with excuses for crap play!

Expect to receive the yellow or even red card for any illegal moves. The referee is very interactive in Empire Soccer.

You can customise the controls to your own style of play, this will help to get the ball past the nimble goalies.

The graphical detail in Empire Soccer is immense. The stadium casts a shadow on the pitch. Even so, it is difficult to see what's happening when you're under the overhang.

SUNSETRIDERS

The dusty badlands of the Wild West are crawling with dirty lowdown bandits, each lowlife has a hefty price on his head and is sure to give you a run for your money! Seven levels of trigger itching, sharp shootin' spaghetti western action.

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CONSOLE CONCEPTS CHARTS

TOP 10 SNES
1. Actraiser II
2. Super Empire Strikes Back
3. Aladdin
4. Secret of Mana
5. Jurrassic Park
6. Super Bomberman & Multitap
7. Clayfighters
8. Final Fantasy II
9. Championship Pool
10. Fatal Fury II

TOP 5 TURBO GRAFX/ PC ENGINE
1. Castlevania Bloodlines (CD)
2. Gradius II (CD)
3. Dungeon Explorer II (CD)
4. Rainbow Islands (CD)
5. Streetfighter II Special

TOP 10 MEGADRIVE
1. Sonic Spinball
2. Aladdin]
3. F1
4. Cosmic Spacehead
5. SF11 Champions Edition
6. WWF Royal Rumble
7. FIFA Soccer
8. Socket
9. Awesome Possom
10. Gauntlet IV

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24 Bit Graphics
16 Million Colours
Better than CD quality sound

This is the machine to give Sega & Nintendo a run for their money. Features to include - 3 processors, 64 bit Risc Processor, 34 bit Risc Cher with built in DSP + 16 Mhz 68000 chip. The machine has built in texture mapping, scaling, rotation and distortion. The machine can move at an amazing 850 million pixels a second.

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PREVIEW

SNES/GAME BOY

by GREMLIN GRAPHICS

£TBA

JANUARY

Stage of development

80 % complete

ZOOL

Zool's about to jump across the formats, and he may well give Mario a bit of a kick up the jacksie

That's right, the Ninja from the Nth Dimension is in full fighting force as he embarks on his intergalactic quest to quash Krool and his side-kick, Mental Block, from doing evil things on a weird and wonderful planet.

The story's the same as on the Mega Drive, Amiga and CD^{32} – so to cut a long story short Zool is the guardian of goodness and defender of the Dimension.

Zorro

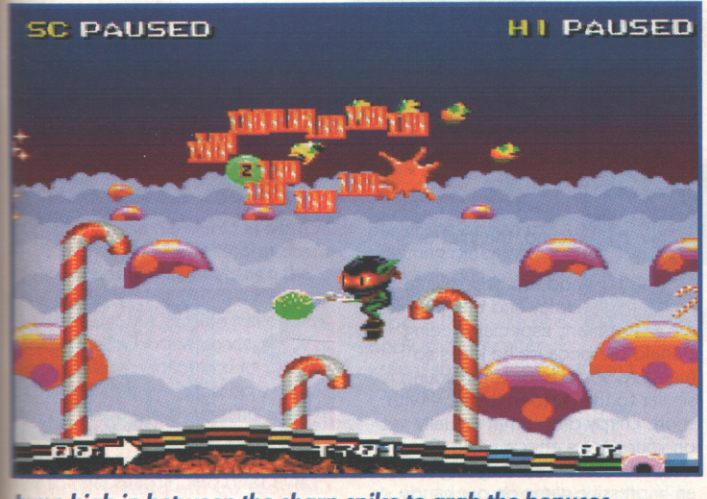
Now SNES and Game Boy owners can join in with cool Zool, with virtually the same graphics and sound, except the Game Boy has only four worlds, whereas the SNES has an additional three. In both games there are four levels to each world, including the secret bonus world.

Zoom

There's funky music and groovy graphics that are more than a match for hedgehogs and plumbers alike. Ordinary objects such as sweets, flowers, fruits, fairground and musical instruments have been turned into dangerous assassins trying to stop the spinning, twirling and altogether hyper Zool from reaching the end of his entertaining journey.

You'll have to wait until the new year before you can get to grips with the game yourself, but from what we've seen so far it's worth waiting for. ●

Jump on to the gold coin to be transported to the next world.



Jump high in between the sharp spike to grab the bonuses.

This is where Zool's adventure starts. Jump and spin at the same time to speed along the different platforms.

These roller spikes pop up frequently. Beware!

This liquorice looks good enough to eat, but unfortunately it spits lethal jelly beans. So remember kids: never trust liquorice, or jelly beans!

PREVIEW

GAME GEAR

by SEGA

£TBA

JANUARY

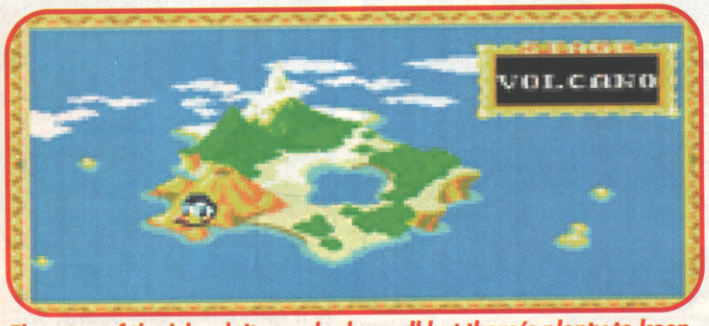
Stage of Development

100% Completed

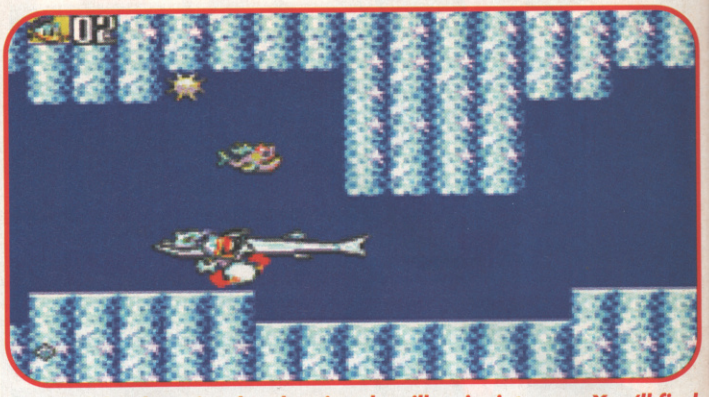
Donald Duck

Donald Duck follows in a recent line of Disney cartoon-to-game conversions. Will you go quakers about it?

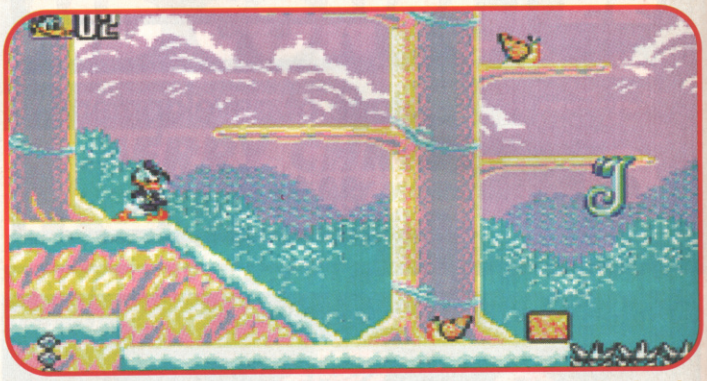
Poor Donald Duck is in a sad state. Not only does he have a slight speech impediment, but he also has a crazy Uncle Scrooge who always gets itchy webbed feet and likes to go off on adventures, unfortunately they usually end up in trouble. This time Uncle Scrooge has been cursed. He grabbed a mysterious pendant from the neck of a statue of an ancient goddess, and he's blown up to the size of a balloon.



The map of the island. It may look small but there's plenty to keep you busy.

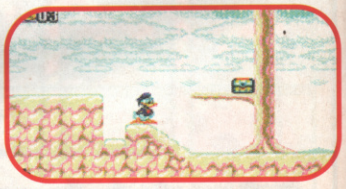


Be careful, otherwise the electric eels will swim into you. You'll find it's a hair raising experience if they do.



Leap across the branches of the trees to get you through this level. Don't fall into the bottomless pit.

The inlet. Seek out the Golden Fang to get closer to the statue.



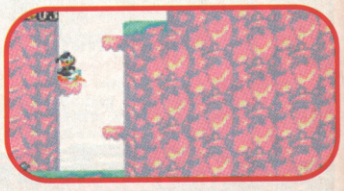
This doesn't look much like a jungle. Anyway kick the treasure chests and blocks to help you. Some hold feathers which speed you up, others will move to block spiked rivers.

Into the valley

Scrooge asks his nephew to return the pendant to the shrine, as this will break the curse. You take on the role of Donald and you start your intrepid adventure on a deserted island in one of four places – the Jungle, the Volcano, the Inlet or the Valley.

There's good use of scrolling, platform gameplay and the graphics are really smart, especially seeing Donald die because he looks so funny. As you'd expect the sound is similar to the cartoon theme – with short, chirpy ditties that actually get on your nerves after a while. Despite that, it looks like we're going to have an impressive game on our hands; wait for the full review soon.

Where is Uncle Scrooge? The daft duck relates his tale to Donald.



Clamber up the platform and there's a surprise waiting.

PREVIEW

MEGA-CD

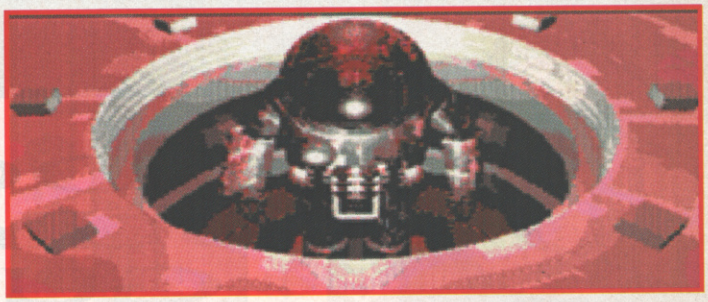
by PSYGNOSIS

£49.99

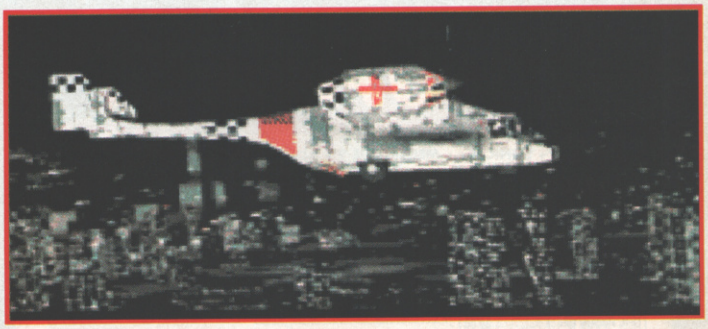
NOVEMBER

Stage of Development

99% Complete



Here at CVG we thought this was the finished game; but Psygnosis assures us that yet more is going to be added to the final product.

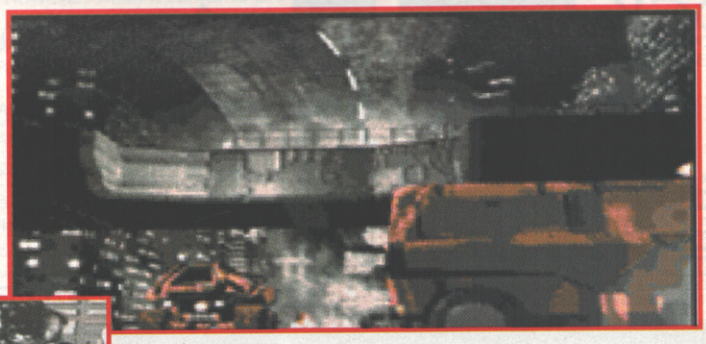


Will the gameplay in Microcosm Mega-CD match the superb intro; watch this space for the final analysis.

MICROCOSM

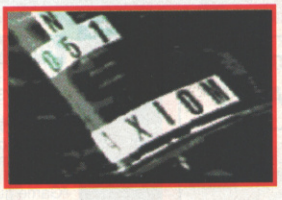
The intro to Microcosm reaches cinematic proportions.

Psygnosis has high hopes for its shoot-'em-up derived from an old sci-fi TV show; prepare to fight your way through the veins of a human being...



When The Fantastic Journey was filmed yonks ago the idea of shrinking a person and injecting them into a patient for surgery was a unique concept. Slipping this concept into its plot, Microcosm has conjured up a shoot-'em-up game set inside a human body. The story tells of Axiom agents who have infected a patient leading you to take pursuit, and blast away for a splash of interior decorating.

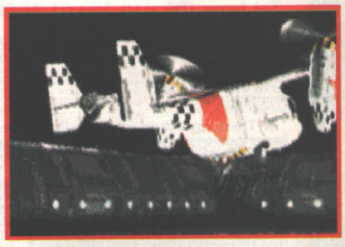
You'll spend most of your time drifting in the patient's veins. These twist and turn and occasionally split giving the player the option of selecting different routes through the game. As you may expect, the inside of a body isn't very interesting, so let's hope it doesn't get too repetitive.

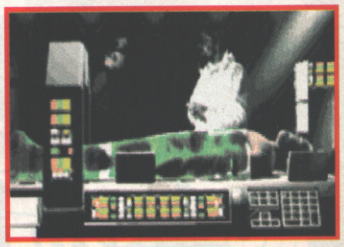


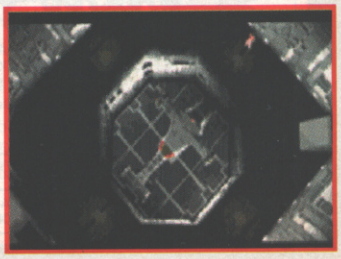
Infected

It's not long before blood cells and toxins come flooding your way. You're supposed to avoid blasting the red and white cells as unbalancing these will kill the patient, but blast the toxins with your on-board laser. Eventually, the enemy will start to come at you in armoured pods which commit you to seeking out better weaponry from scattered items left drifting in the body. At key points you can also dock with a supply base and upgrade your pod completely.

Nothing lasts forever in shoot-'em-ups, and towards the game's climax you abandon your pod to battle the final guardian in the bloodstream.







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PREVIEW

GENESIA/AMIGA

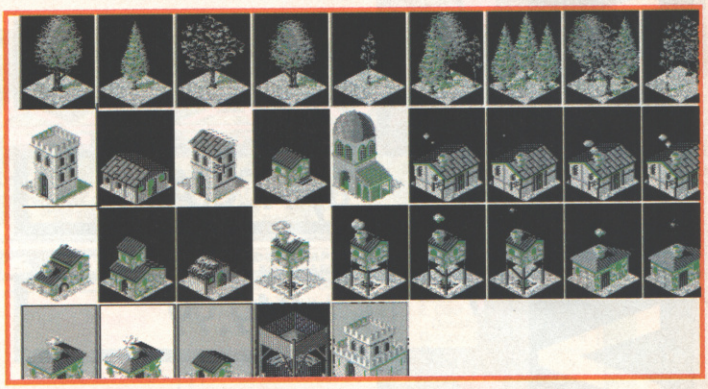
by MINDSCAPE

£29.99

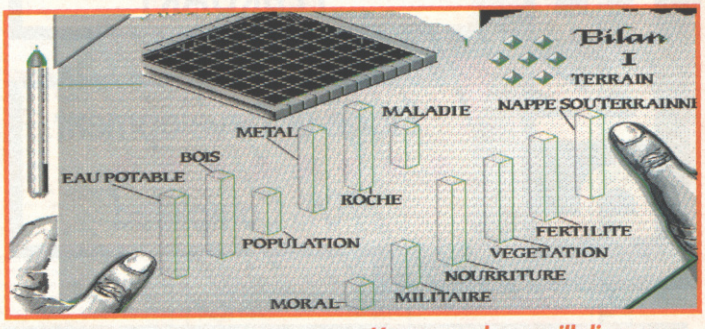
DECEMBER

Stage of Development

100% Completed



Here's where the lowly people live. You can't control construction, your architects decide what type of house to build.



Hours, no days, will disappear playing Genesia

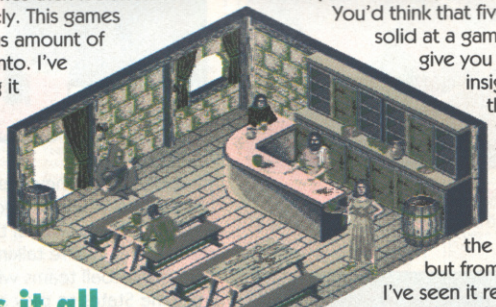
GENESIA

Rik Skews is the victim of divine inspiration as he previews Mindscape's latest venture into the gaming arena – a god sim

Being the new staff writer on CVG I seem to get lumbered with all the Amiga games, this is because nobody else likes them. No one seems to like god sims either, so you can imagine how quickly Genesia landed on my desk. It's not all bad though, as rather fortunately, I happen to like both the Amiga and complex simulation games.

Out of time

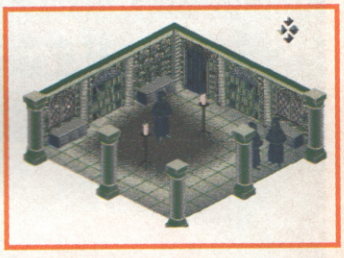
However, when it comes to previewing these games then it's another matter entirely. This games take a serious amount of time to get into. I've been playing it solidly for five days and have only managed to get to the title screen!



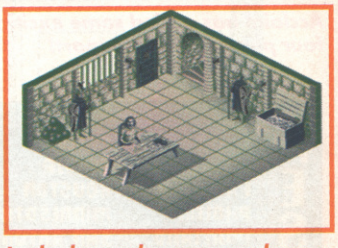
What's it all about?

The game looks and plays somewhere between Populous, Powermonger and the Settlers. The object of the game is to recover seven missing jewels as quickly as possible. How easy the game is to complete depends on the strength of your army, technology and your economy.

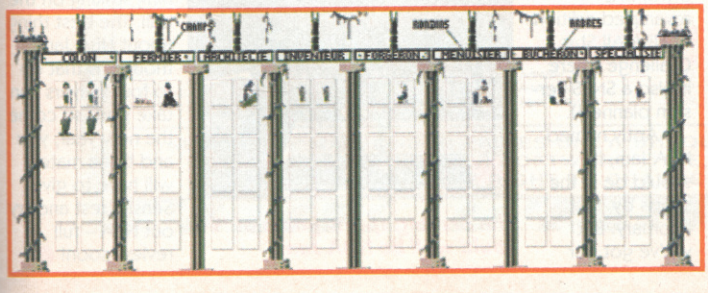
You'd think that five days solid at a game would give you a good insight into the game wouldn't you? But I've still only touched the surface; but from what I've seen it really looks as though it could be the god sim to end all god sims (until the next one comes along anyway). Assuming there's not an earthquake, or some other act of God in the next couple of weeks, then you can expect to see the full review in detail next issue.

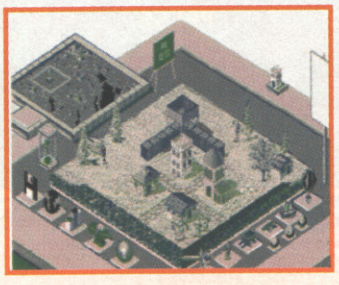


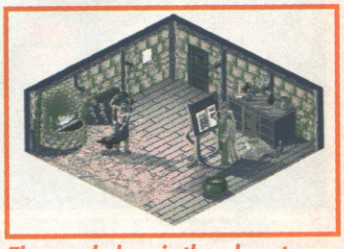
The temple is where you can make an offering to the gods, and also deposit your jewels when found.



In the barracks you can change the tax rate, recruit an army or offer an alliance.







The workshop is the place to come to create inventions.

PREVIEW

MEGA DRIVE

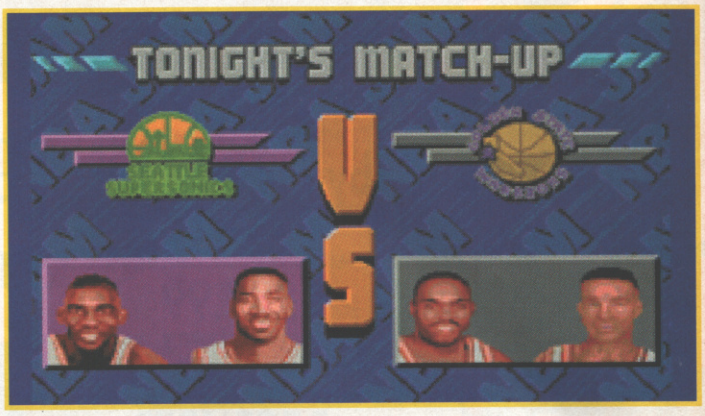
by ACCLAIM

£49.99

FEBRUARY

Stage of Development

70% Completed



Come February, when NBA JAM hits the shelves, team names like the 'Seattle Supersonics' will roll off the tongue like 'Accrington Stanley'.

Become a total basketcase with Acclaim's latest sortie into the basketball arena

hands on the Mega Drive version, and let me tell you, it's looking one high kicking, ball bashing game, and could bounce into the top of the charts.

Globetrotting

The game includes most of the key players in the NBA in digitised form, and there are 16 teams to choose from and all the action moves are here – such as long shots and slam dunks, which were used in the arcade version. The crowd even goes wild in the game when your team does well, which was not the case when Orlando Magic left the Hawks to dribble home in shame after losing their match at Wembley.

And Acclaim has added some extra nifty moves to add to the gameplay, including backward throwing and lightning striking on the ball. The best thing about NBA Jam, though, is that up to four players can take part, so come the new year, you and three mates will have to give Sensi a rest and try out NBA – full review soon!

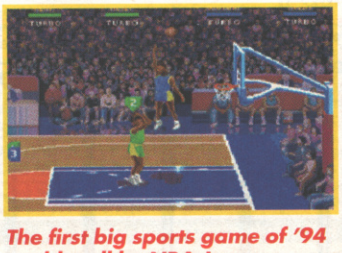
Acclaim has added some exciting new moves to NBA, and up to four players can take part!

Basketball players are real stars in the US, they even have trainers named after them; though you couldn't imagine a football boot called the Vinnie!

Orlando

Yes, the Atlanta Hawks and Orlando Magic are also going to be appearing on the Mega Drive, in a revamped edition of NBA All Star Challenge (there is also a SNES version planned).

Aptly named NBA Jam, it should be in the shops by February. But we've got our



The first big sports game of '94 could well be NBA Jam.

They're towering-ly tall, fantastically fit and they were in London a few weeks ago to show CVG just how powerful the game really is. Yes, we're talking about the NBA basketball teams who flew in from the States to play at Wembley Arena and promote a new game.

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Images Jan

THE DEFINITIVE GAME BUYER'S GUIDE

If you're reading this, then you're probably already interested in getting the latest news, previews , reviews, and valuable insight into the complex world of PC Games. WHAT PC GAMES will bring you the hottest new games, and report on the state of the PC games industry, giving you the information you need to make informed buying decisions.

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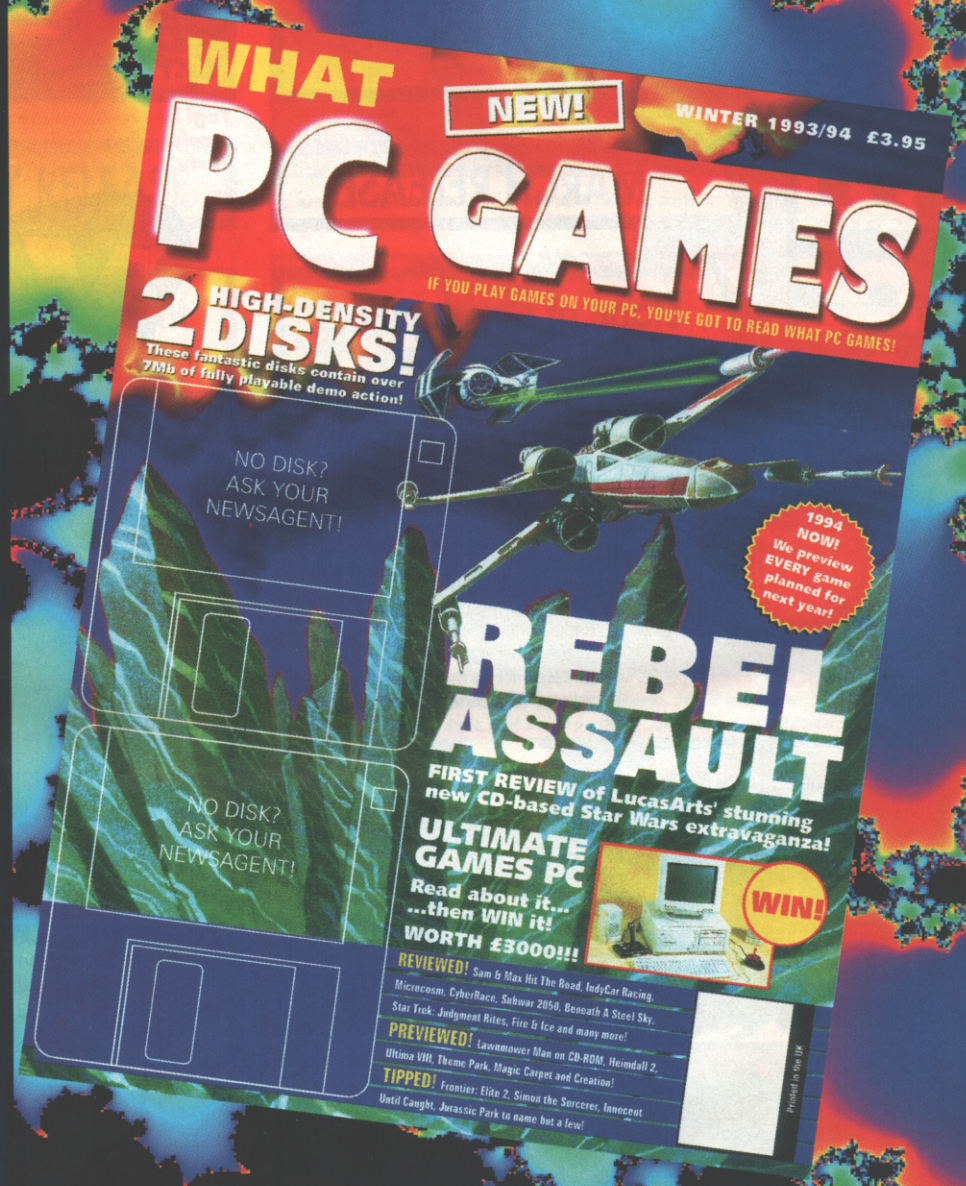


PREVIEW

SNES

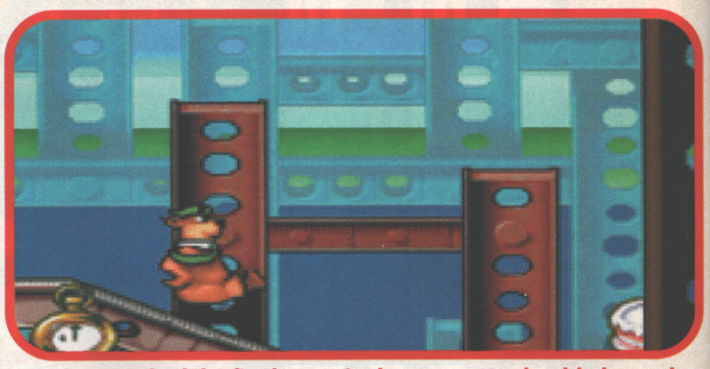
by EMPIRE SOFTWARE

£49.99

MARCH RELEASE

Stage of Development

97% Complete



Yogi has reached the final stage in the game. He should always be careful when sliding down the platforms because there might be a nasty waiting just off-screen. It's a tip to jump along and not walk.

YOGI BEAR

Yabba Dabba Doo time (whoops wrong cartoon), anyway take it away Boo Boo...

Yogi, as every decent Hanna Barbera fan knows, is smarter than the average bear. And so faced with the news that a chemical plant is being built inside Jellystone Park, Yogi is more than capable of getting through this (yes you've guessed it) forthcoming platform release from Empire.

Yes, this is another game where you have to bum-splat dangers. Yogi never kills anything.

Yogi jumps for a clock. Obviously, grabbing lots of these gives Yogi extra time.

The swimming stage is great. There are no baddies in the water but it's slow going. Best to get out as quickly as possible if you don't want to risk running out of time.

Polluted picnic hampers

For his video game debut Yogi's sideways scrolling adventure will take him over five terrains of basic platform action to the final showdown at the construction site.

Our preview version looks mighty huggable, with an excellent Yogi sprite complete with the characteristic pot belly. Dashing around munching food Yogi can adopt the familiar bum-splat to dispose of hungry woodland animals, smelly skunks, salmon and other starving creatures. The game on first sight looks like a mundane platformer, which like Asterix uses established platform game techniques to deliver a very cartoonish but standard offering.

It's not new Boo Boo

There doesn't appear to be anything original in here and the platforms are all logical and easy to anticipate. Later levels see some variety with the customary under water stage where Yogi does his doggy paddle. He also does a tad of cave exploring, beaver surfing (Ahem – Ed.) and pelican hopping (but we haven't seen these scenes yet). While not promising anything spectacular on the gameplay agenda, Yogi is presented well and visually it's very slick and you can expect a review in the new year.

PREVIEW

SNES

by EMPIRE

£49.95

JANUARY RELEASE

Stage of development

100% complete

SPACE ACE™

Finally a Sullivan and Bluth graphics game that has some decent gameplay

While the coin-ops of Space Ace, and its predecessor Dragons Lair, were the most ogled, they were probably the least played machines because of the lack of gameplay involved. Someone thought they could get away with releasing this unplayable game on floppy format, and understandably us journalists moaned at the 'predict and move' interface. Empire, though, in converting Space Ace to the SNES has actually, wait for it, made a real game out of it.

Ace of spades

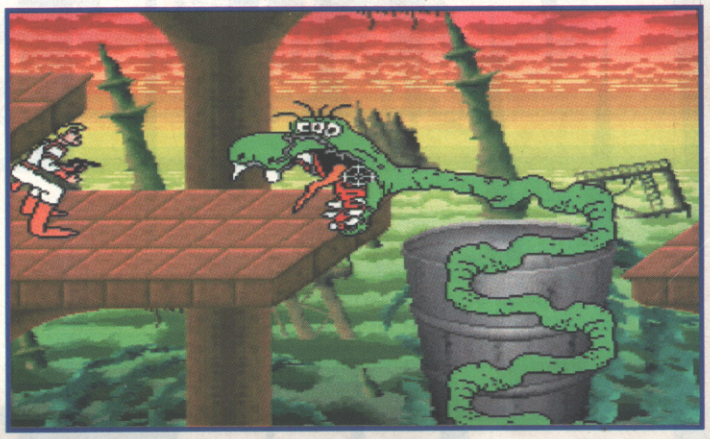
Space Ace isn't going to be a platform game. It's going to have 25 different levels with massive animated characters popping up at awkward moments. What you'll get is plenty of variety with your character going it on foot, with wheels, in a spaceship and a heck of a lot more from what Empire has been saying.

The graphics are faithful to the original; familiar characters set in a surreal cartoonish land. Access to each stage is via a maze cavern which appears to keep the game open to different routes. Empire promises there'll always be something new to discover, and from what we've seen 'agreement' is probably a safe conclusion to make.

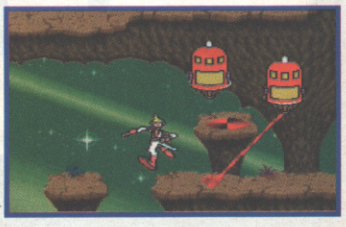
3D-'em-up

There are various 3D tunnel shoot-'em-up stages, bike racing courses, roller-skating challenges inside a maze and heaps of shoot-and-dodge action on risky platforms. Every level can be completed in at least two ways and with no passwords available this game should hopefully deliver the sort of challenge that was lacking in the coin-op. ●

A leap of faith into the unknown is common in this game. Yet, it becomes even harder when sprites this big decide to give chase.

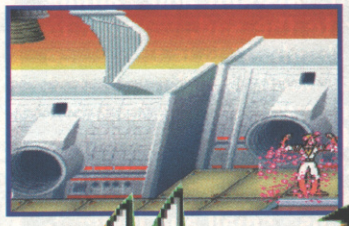


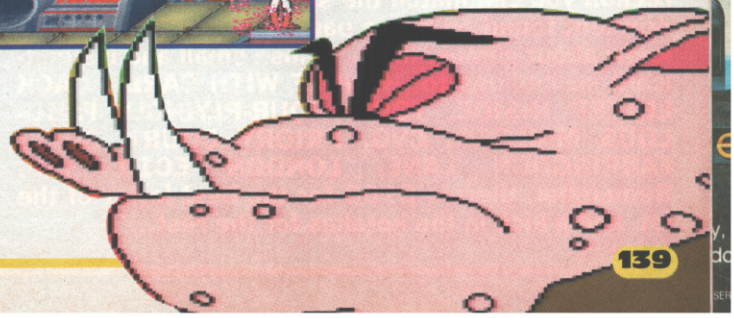
Dirk gets a chance to use his gun here. He'll need to defeat the ugly worm before he can get to the other platform. A common task.



Dirk skids around a lot so it can be tricky to negotiate platforms.

Just one example of the varied styles of play in this game.





YOB'S MAILBAG

SPLURRGGGHHHOOOAAATHAT'SBETTER! Welcome to another scientifically crafted literary extravaganza known as YOB'S MAILBAG. This is the place you'll find the sad scribblings of tormented souls attempting to match the wit, wisdom and gaming knowledge of YOB, saviour to the sad, wonder to the witless and deity to the dumb. This is the place you'll find all the info you need on the hottest games and the greatest putdowns known to man, all for a half of shandy and a bag of chips. If you reckon you can match the standard of wit and wonderment found on these pages, or you just want to know about games, fire off those small and insignificant scribblings to: HANDLE WITH CARE – CACK LETTER INSIDE, YOB'S FOUR-PLYINGLY FABULOUS MAILBAG, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Remember, there's £100 for the best letter of the lot, and a kick in the kerakas for the rest...

WHAT ARE THESE PEOPLE ON?

Dear YOB,
Please could you lower the prices of computer games? Please write to the Japanese firm Nintendo for me. Thanks.
BHAVESH DHODIYA
Bolton
PS I hate my maths teacher who is called Mr Blocksidge because he keeps on calling me DHODIYODIOH in front of the class. Please tell him what you will do if he calls me it again.

YOB: Dear Mr Blockage,
How can you take the mickey out of this lad's stupid surname when you're obviously such a saddo yourself? Just because his name is even more ridiculous than yours, it doesn't give you the right to ridicule the lad in front of the class. Why not get the whole school together at assembly and do it there?

ANYWAY

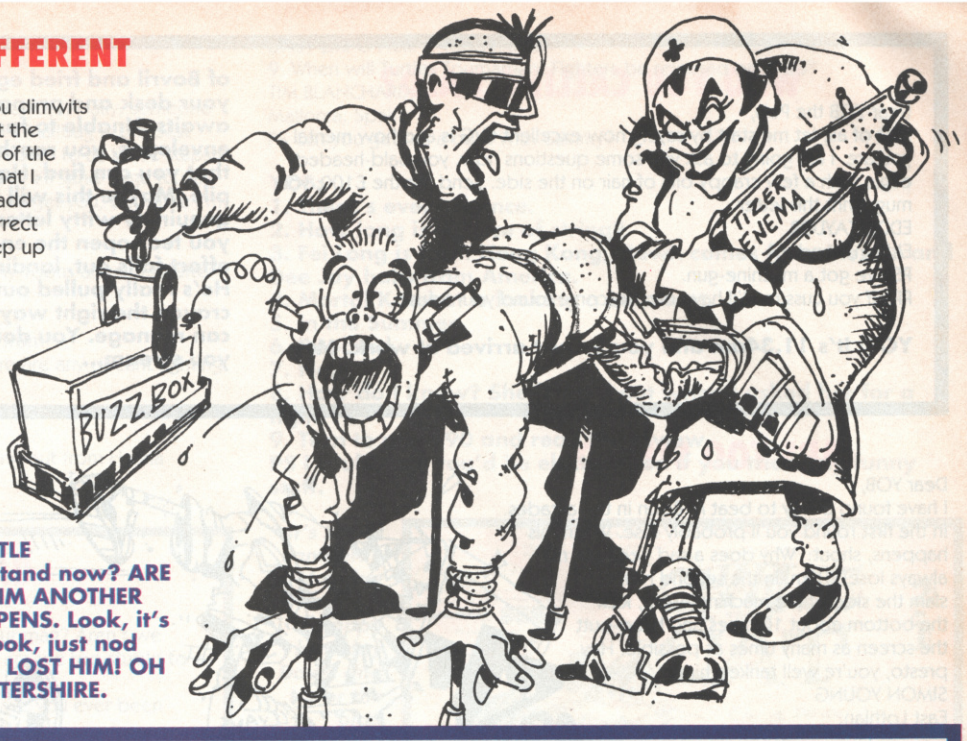
Dear YOB,
I am writing to complain about these people who are banning violent video games from television, like Mortal Kombat and Streetfighter 2. The only people who are going to start freezing people with giant balls of ice are either God or a certain fictional character from a certain violent video game. I am sure that I am not the only one who agrees with this and if I am I don't really care. Could you please answer these questions or shall I write a letter informing you about the dangers of sheep dips?
1. Do you believe in Father Thursday?
2. Do we exist?
3. Is the world going to end on a leap year?
LUKE JENKIN
Tintagel, Cornwall.
PS I am an Atari 2600 fan.

YOB: 1. Depends how much he's prepared to pay.
2. I wish you didn't.
3. Haven't you got anything more important to do?
PS That's painfully obvious.

TRY SOMETHING DIFFERENT

Dear YOBBO,
I am writing to you to try and tell all the rest of you dimwits at CVG that whenever I read your mag and look at the reviews I nearly always notice that you add up all of the percentages wrong so I, being the great person that I am, will help you brain-deads to get it right. You add them all up and then divide by four to get the correct total. Now that wasn't very hard now, was it? Keep up the good work of the little that you lot do.
DEAN SMITH
Hampton, Worcestershire.

YOB: THICKIE ALERT! NURSE! PASS THE DOMESTOS! Don't worry, Dean, you're going to be fine. NO, DON'T SQUIRT IT THERE – THAT'S THE WRONG END. You think the Overall mark is an average? NURSE! NURSE! WE'RE LOSING HIM! It's the mark which sums up our opinion of the game, you cretin. PASS THE THERMOMETER! NO, TAKE OUT THE BOTTLE AND THEN SHOVE IT UP! Do you understand now? ARE YOU GETTING A READING? NO? GIVE HIM ANOTHER THOUSAND VOLTS AND SEE WHAT HAPPENS. Look, it's very simple. STILL NOTHING, NURSE? Look, just nod once if you understand. NURSE – WE'VE LOST HIM! OH WELL, AT LEAST HE WAS FROM WORCESTERSHIRE.



THIS TIME.

Dear YOB,
These are two different letters that are separate entities in their own rights, one from me (Naheem) and the other from my cousin Zaher. We decided to post them together because we thought that it would save stamp money, so please take them as two completely different letters from two completely different people. Thank you.

NAHEEM JAMIL
Slough, Berks.

YOB: Just for once, there is absolutely nothing I can add to this letter. Instead, dear readers, please fill the following space with your own thoughts and feelings after witnessing its complete lack of purpose:
. Thank you.

WHY DON'T WE

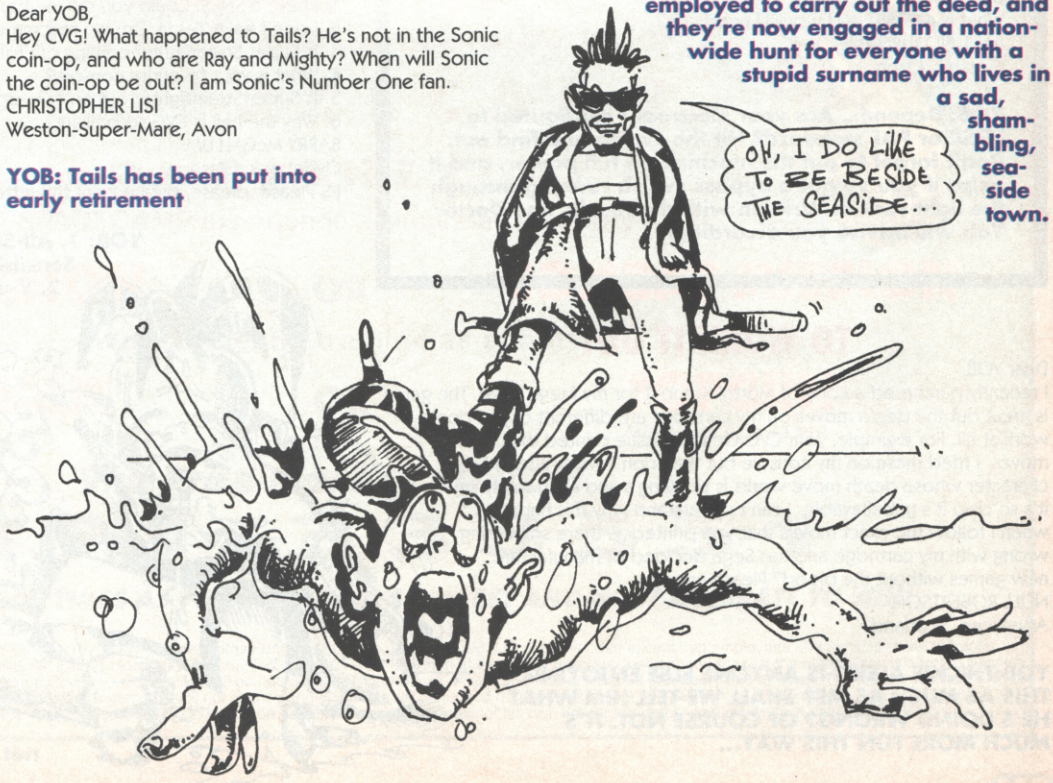
Dear YOB,
What do you think of the Jaguar 64-bit console? Print this letter or I shall personally rip your spine out.
STEPHEN QUIGLY
Glasgow, Scotland.

YOB: As a machine, I think it's the business. Its technical specifications are nothing short of stunning, and it avoids the perils of slow CD access time by opting for cartridge format. The trouble is, Atari hasn't exactly got the world's greatest record for producing the games that everybody wants to play on console, so there's a massive question mark over the software. As soon as I hear any more, I'll let you know.

HAVE YOU READ ANY OF THIS CACK LATELY?

Dear YOB,
Hey CVG! What happened to Tails? He's not in the Sonic coin-op, and who are Ray and Mighty? When will Sonic the coin-op be out? I am Sonic's Number One fan.
CHRISTOPHER LISI
Weston-Super-Mare, Avon

YOB: Tails has been put into early retirement thanks to two blocks of concrete and a reasonably deep lake somewhere in Lancashire. Ray and Mighty were the henchmen employed to carry out the deed, and they're now engaged in a nationwide hunt for everyone with a stupid surname who lives in a sad, shambling, seaside town.



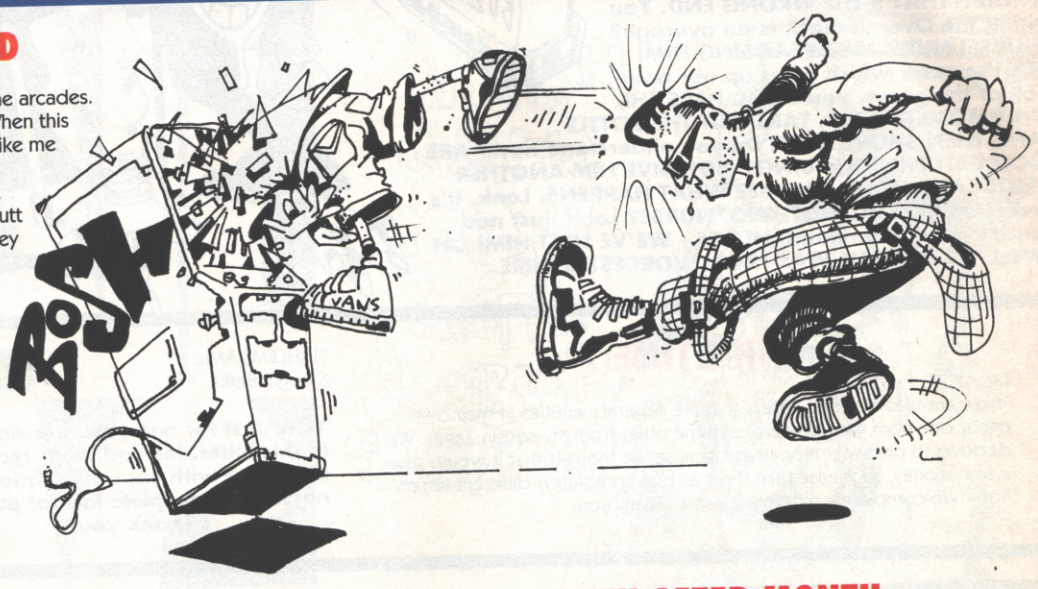
WHO YOU CALLING BALD?

Dear YOB the Pob,
First of all, let me start by saying how excellent CVG is and how mental you are. I am going to ask you some questions now, you bald-headed eagle with a few crappy bits of hair on the side. Send me the £100, you mug. Print this letter.
EDDIE TAYLOR,
Eltham, London
PS I've got a machine-gun.
PPS If you cuss me I'll have my nan come round your house.

YOB: It's 11.34am and you've just arrived at work. Mug of Bovril and fried egg sandwich in hand, you sit down at your desk and prepare to begin the day. A pile of letters awaits. Unable to face the sad ones with insults on the envelopes, you reach for the most sensible-looking one that you can find. Hands trembling, you pull it from the pile. Maybe this will be the one – the sensible, intelligent, genuinely witty letter you've been waiting for. Cautiously you tear open the envelope and Eddie Taylor's latest effort falls out, landing in a damp, fetid heap before you. He's really pulled out all the stops this time, holding the crayon the right way up and everything, but this is all he can manage. You don't know whether to laugh or cry, so you scream...

ARE TOO STUPID

Dear YOB,
I have found a way to beat M Bison in the arcades. In the first round you'll probably lose. When this happens, shout: 'Why does a sad geek like me always lose!' Then, in the second round, slam the side of the machine twice, kick the bottom about 10 times and head-butt the screen as many times as possible. Hey presto, you're well tanked him!
SIMON YOUNG
East Lothian.



YOB: Dear Everyone, I've found a way to beat Simon Young. When you read his letter, shout: "Why does a sad geek like him actually exist?" Then rush round his house and punch his lights out. You'll have to hurry, though. You won't want to get there after me...

THE SADDOS WHO READ THIS

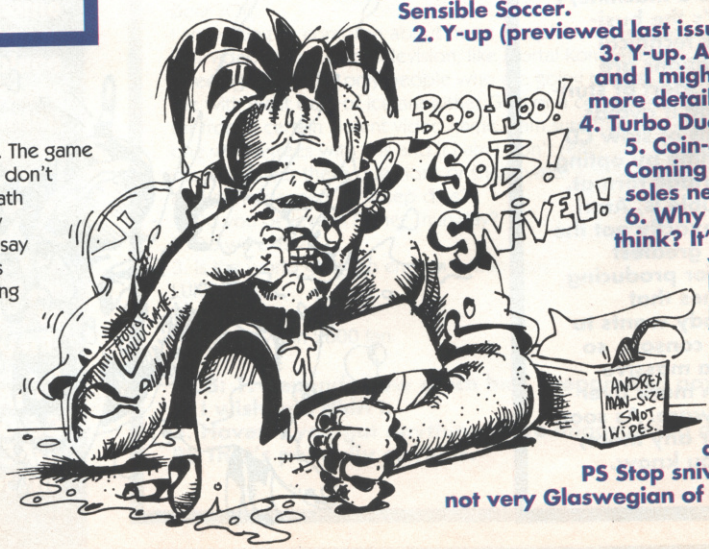
Dear YOB,
What is a SCART and would I need one?
PAUL NOSURNAME,
Bicester, Oxon.

YOB: Depends. Are your electrodes configured to NTSC or PAL standard? Hit the switch and find out. Don't forget to put the machine on full power, and it helps if you've got a bypass switch running through the light socket. Write in with the results and Doctor Yob will advise you accordingly.

MONTH AFTER MONTH.

Dear YOB,
Could you answer these quizzes for me?
1. I have a SNES. Could you tell me the best games to buy this Christmas?
2. I don't have Zelda. Do you recommend it?
3. Is Super Streetfighter coming out for the SNES?
4. What is your favourite console?
5. Is Super Streetfighter out on coin-op or console?
6. Why the hell is CVG so brilliant?
BARRY McCALLUM
Clydebank, Glasgow
PS Please, please, please print this letter otherwise I'll start snivelling.

YOB: 1. All-Stars, Turbo, Bomberman, Sensible Soccer.
2. Y-up (previewed last issue.)
3. Y-up. Ask nicely and I might supply more details.
4. Turbo Duo.
5. Coin-op. Coming to consoles next year.
6. Why do you think? It's because yours truly keeps supplying all you snivellers with crucial info like all of the above.
PS Stop snivelling, it's not very Glaswegian of you.



TO WORK IT OUT

Dear YOB,
I recently purchased a copy of Mortal Kombat for my Mega Drive. The game is great but the death moves on my cartridge are different or just don't work at all. For example, your CVG October issue printed the death moves. I tried these on my console but they don't work. The only character whose death move works is Liu Kang's and I can safely say it's so crap it's unbelievable. I can't understand why this happens when I follow the exact moves that you printed. Is there something wrong with my cartridge and has Sega decided to manufacture new games without the blood? Please answer.
NEILL ROBERTSON
Aberdeen, Scotland.

YOB:THICKIE ALERT! IS ANYONE ELSE ENJOYING THIS AS MUCH AS ME? SHALL WE TELL HIM WHAT HE'S DOING WRONG? OF COURSE NOT. IT'S MUCH MORE FUN THIS WAY...

HAPPY? I DOUBT IT

Dear YOB,
When I saw the news about Super Streetfighter II I thought, 'Finally, someone thought of a decent British fighter. Ain't it great?' Yob's Mailbag is the best part of CVG and I enjoy reading your most excellent replies to all those stupid kids in Dreamland. Could you answer these questions or I'll send Vega to get you (actually, I think Vega's crap and I'd send Cammy to get you, but since I'm not living in Britain anymore, I can't!):

1. Is there any chance of Konami releasing another Tiny Toons adventure after Tiny Toons II?
2. When will Dragon Ball 2 be coming out on the SNES?
3. Where do the rest of the new Streetfighters come from?
4. I'm thinking of buying a PC, but I don't know if there are any decent fighting games on it?
5. When will Super Streetfighter II be released on SNES?
6. Will it be in Turbo mode?
7. Will there be a Scooby Doo Game Boy game coming out from Hanna Barbera?
8. Is April O'Neill a good fighter?
9. When will Turtles Tournament Fighters be released on SNES?

TIM BLANCHARD,
Mallorca, Spain
PS Can you get me a date with Cammy?

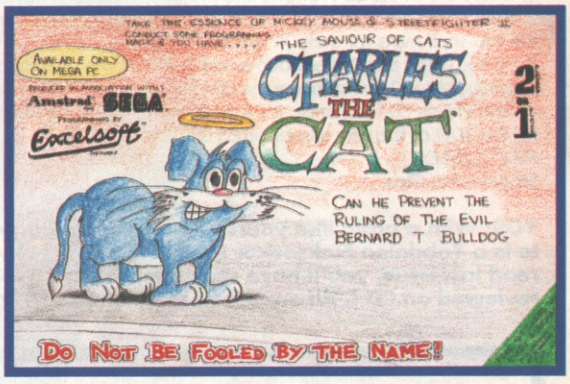
YOB:
1. There's every chance.
2. How long is a piece of string?
3. Fei Long is from Hong Kong, Hawk comes from Mexico and Dee Jay hails from America.
4. Mortal Kombat is looking a bit smart.
5. In the Summer.
6. Doubtful.
7. No.
8. How do I know? She bottled out when I asked her for a fight.
9. Turn to page 90 and read the review.
PS I could, but you'd be electrocuted if you tried any funny stuff.

FOREIGN AND SAD

Dear YOB,
How come I never saw any 'Belgium' letters in your mag? Aren't we good enough? Are we crap? Don't you like us or are we too stupid to write a letter in English?
Anyway, I've got only one question to ask you. Have you ever been mistaken by a man?
GILLES D'HOKER,
Bruges, Belgium

YOB: If ever there was a reader who answered his own questions, this is the one.

It's David Lambert's birthday soon; happy birthday Dave, and ta for the pics!



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STUPID HEADLINES

Dear YOB,
Why the hell did you get your own column in a superb mag? My mum fancies you a bit but she's just about as ugly as you are. I bet you cried your eyes out when Eldorado finished. You've got such scum-my clothes a skip once fell in love with you. I bet you £10 you don't print this letter.
R S BECKWOODS Cardiff.

YOB: I bet you £1,000 you're a member of the GamesMaster club. Oh and if your mum's ugly then it's odds on that you're ugly too.

LET'S FACE IT

Dear YOB,
Since buying CVG from Issue One could you please answer my queries:
1. Where are all the CD-i reviews and previews of Link, Zelda and Voyeur etc?
2. How about an eight-page review of CD-i Playboy disc to save me buying the top-shelf mags for their DIY articles?
3. Do you agree that Digital Video is one of the most important developments in gaming history? Just compare the CD-i and PC CD-ROM versions of 7th Guest.
4. Give Philips CD-i a chance. It's a great machine and it's more than a match for the 3DO or the very unsupported CD32.
MIKE COWLEY
Stonehouse, Glos.

YOB: With a brain like yours, the only thing you're entitled to is a Yobdaloo Sinkseeker Mach VII. If you bothered to read last issue, you'll have seen International Tennis Open reviewed on CD-i. Where do these people come from?

I'M SICK OF DOING

Dear YOB,
I am thinking of getting a SNES for birthday and Christmas, but I am having trouble deciding which version to get: US, Jap or European. Also, I like the sound of the Amiga 32CD. Could you tell me:
1. Which you think is the best version of the SNES?
2. Should I buy the Amiga 32CD or the SNES?
3. How much do games cost roughly for the 32CD?
4. Could you give me a list of your top 10 games for the SNES?
5. Could you give me a list of games (out now and on the production line) for the Amiga 32CD?
AXL SMITH
Surrey

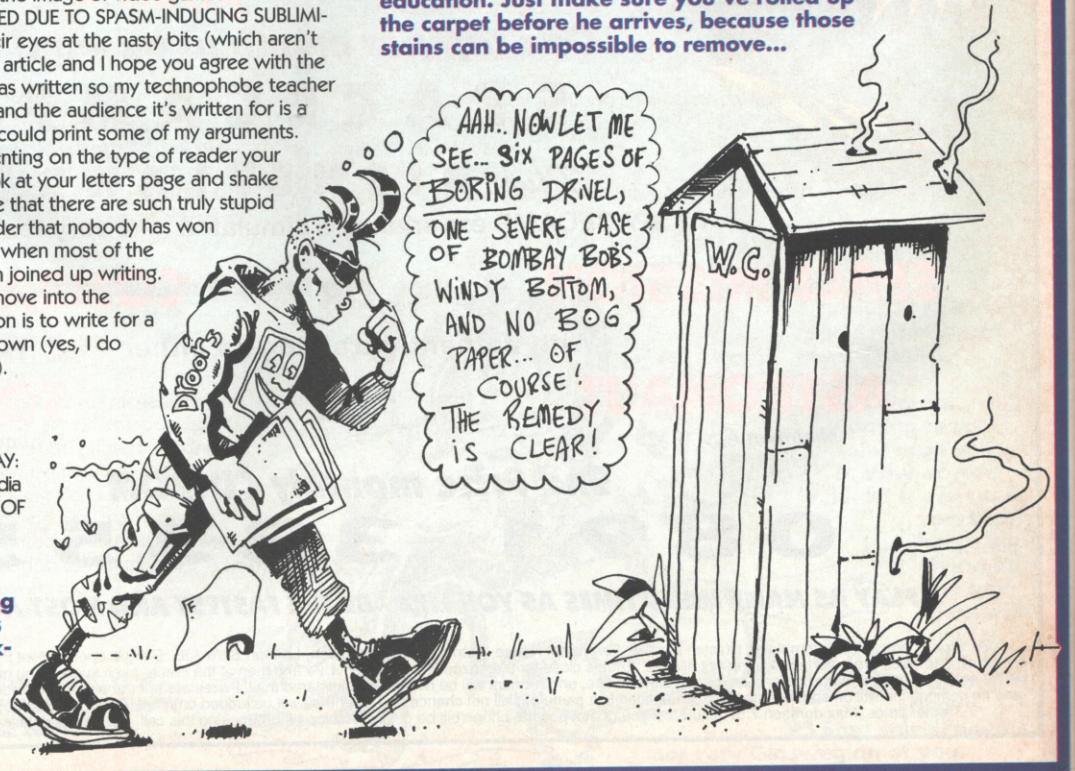
YOB: 1. Jap, but you'll need a SCART monitor to use it. The machine runs approximately one sixth faster and you won't need an adaptor to play Japanese import games. All the professionals use them.
2. It's called a CD32, you donkey! It's a bit of a corking machine, but there's not much in the way of CD games for it, just straight portovers from floppy. Keep an eye on it for a while to see what develops.
3. You don't want to know.
4. Nice question. It changes all the time, but here's the current top 10: Streetfighter Turbo, Mario Kart, Turtles Tournament Fighter, Art Of Fighting, Zombies, Mortal Kombat, Mario All-Stars, Shadowrun, Super Bomberman, Striker. Honourable mentions: Zelda, Pooyu Pooyu, Virtual Soccer, Tetris 2, Aladdin, anything by Konami except Sunset Riders, which is dollop.
5. See question 3. Right now the software houses are waiting to see which way Commodore jumps before they follow. Your Mighty Yobster has it on top authority that the 1200 is selling a bomb, though, so that's where the clever money is right now.

YOU KNOW WHAT?

Dear Mr YOB,
I am an A-level student studying English Language and part of my course work is to produce (CENSORED DUE TO COMA-INDUCING LACK OF INTEREST – YOB) rubber-keyed Spectrum 48K. It brings the memories flooding back? Now I don't want to get into the subject too heavily as I think I said everything I wanted to in my essay (ALL SIX PAGES OF IT – YOB) but I would like to add that I am sick of the image of video games in most people's minds; that of a (CENSORED DUE TO SPASM-INDUCING SUBLIMINAL BOREDOM – YOB) or close their eyes at the nasty bits (which aren't that bad). Please take a look at my article and I hope you agree with the points I've made. Bear in mind it was written so my technophobe teacher and examiner could understand it and the audience it's written for is a radio programme, but maybe you could print some of my arguments.

I would like to finish by commenting on the type of reader your magazine sadly often attracts. I look at your letters page and shake my head in disbelief: I can't believe that there are such truly stupid people around today. It's no wonder that nobody has won your £100 prize for the best letter when most of the scribbles you receive aren't even in joined up writing. After leaving university, I hope to move into the world of journalism and my ambition is to write for a computer magazine like your very own (yes, I do know what I'm letting myself in for).
Yours sincerely,
RICHARD MOULTON
Ashton-Under-Lyne, Lancashire
HIGHLIGHTS OF DICK'S A LEVEL ESSAY: Kids Today! - Video Games and the Media If you were to believe... (SIX PAGES OF PAP)... full of competitions to win them!

YOB:You may be wondering why I bothered to print this letter. You're obviously asking yourself why such a useless load of old waffle could possibly merit any space whatsoever here. Actually, I'm doing everybody a favour. When you turn 16 and want to leave school, but your parents are whining on about you're doing A-levels and crappy university courses, simply whip out this letter and show them the error of their ways. This is what too much college does to people, and Dickie here is living proof. If you ask him nicely, he might even come round your house to prove beyond doubt the perils of further education. Just make sure you've rolled up the carpet before he arrives, because those stains can be impossible to remove...



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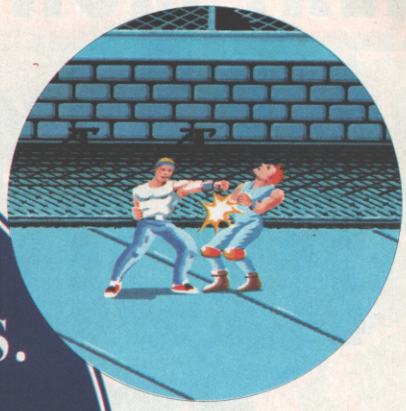

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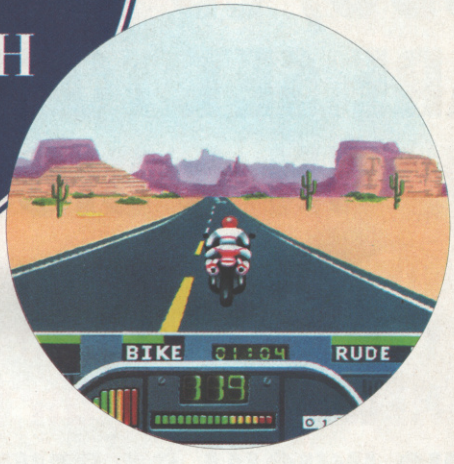

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